

TV Land Wanpaku

SEGA SATURN

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Tendo Goral! It Is the Time of Heaven's Fall

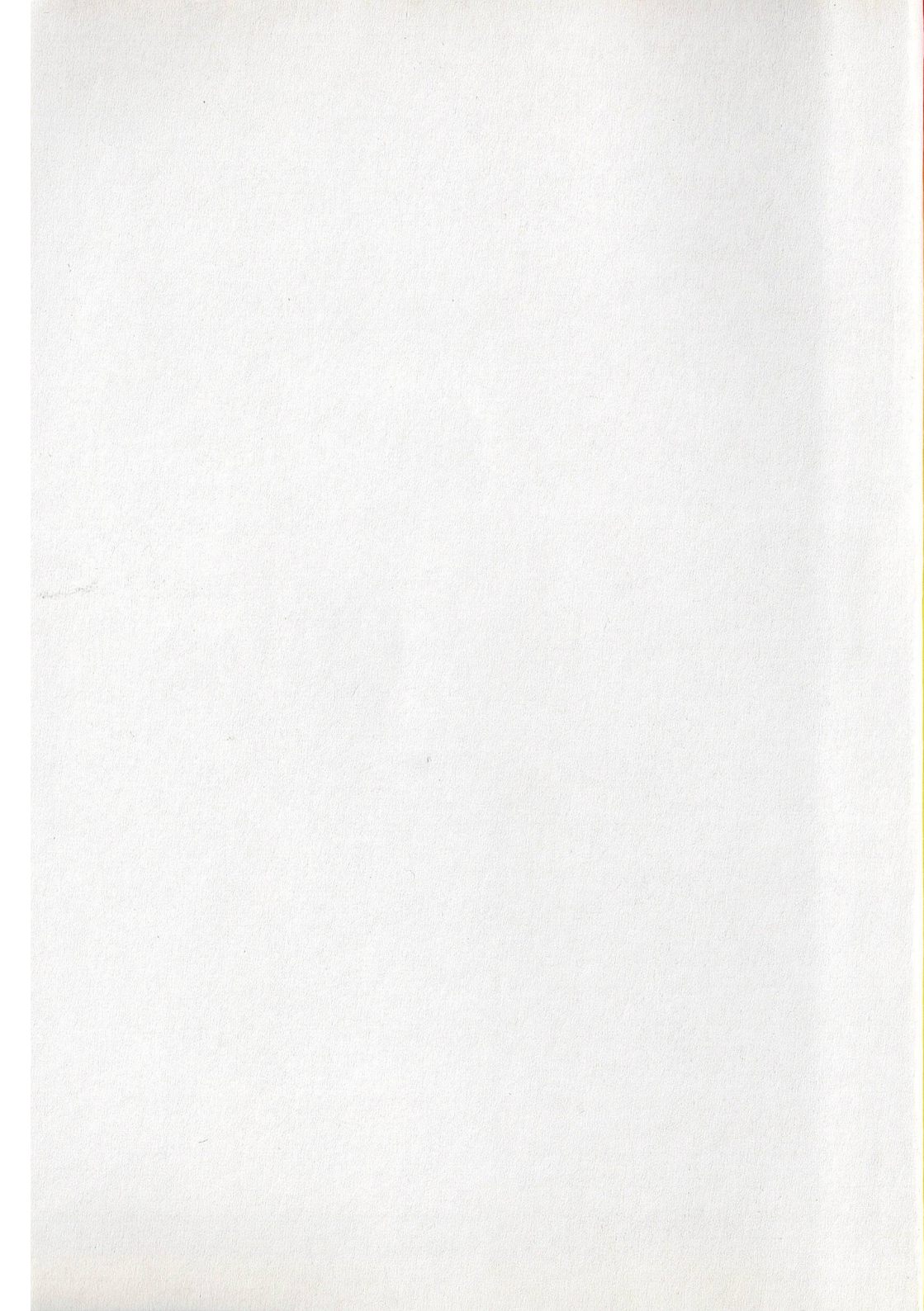
Official Guidebook

OFFICIAL GUIDE BOOK

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LEGEND OF ELDEAN





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LEGEND OF ELDEAN

Prologue

~The Legend of the Three Eldeen Siblings~



Let us tell the legend... the legend of the "Three Eldeen Siblings" passed down in that land...

In ancient times, there was a magic kingdom created by wizards. Its name was Falgasta. The legendary "Three Eldeen Siblings" were born in this land.



The three siblings joined their powers and destroyed the "Ancient Dragon Raguu" that attacked Falgasta. For saving Falgasta with their extraordinary power, the people honored and praised them by calling them the "Three Eldeen Siblings."

The people believed that this peace would last forever...



However, peace was suddenly broken. Radoria, the second son of the "Three Eldeen Siblings," proclaimed himself the "Immortal Emperor" and began attacking the people. In his hand he wielded the "Demon Sword Mad Riker," which had emerged from the corpse of the "Ancient Dragon Raguu."

The people rose up to resist the "Immortal Emperor," but they were defeated one after another before his overwhelming power. Radoria had obtained an undying body from the blood he received in the battle with "Raguu."

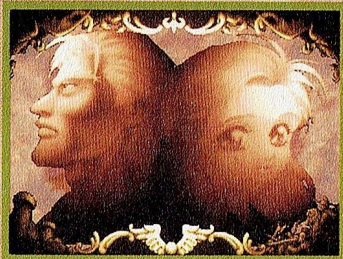
Only two who could oppose Radoria—now transformed into an immortal fiend—were Estarant, the eldest brother of the Eldeen siblings, and the youngest sister Fuati, both of whom had also been splattered with Raguu's blood. The two challenged Radoria to stop his atrocities, but all their attacks were blocked by the demon sword.

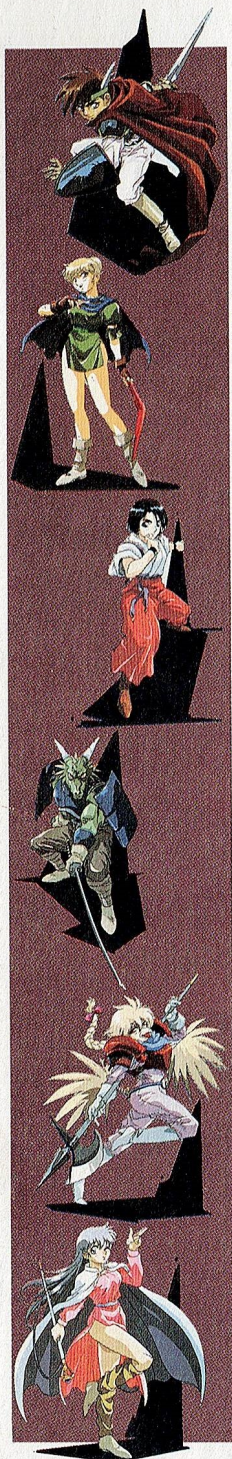
How much time had passed...? Fati sacrificed herself to put an end to this bitter and sorrowful battle. To counter the "Demonic Sword Madraiker," she transformed her own body into the "Holy Sword Eldeen." Wielding the holy sword, Estarant poured all her strength into a final strike to settle the duel.

Their blows collided fiercely, creating a massive shock that swept up everyone present. After that, no one saw Radria or Estarant again...

Thus, the legend of the "Eldein Three Siblings" seemed to have come to a close.

But now, breaking a long silence, the "Immortal Emperor" has begun to move.

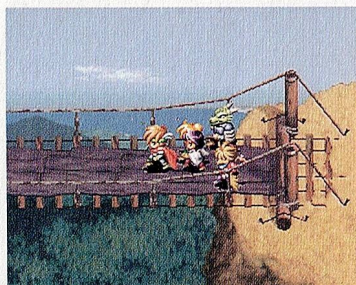




Albert Odyssey Side Story **LEGEND OF ELDEAN**

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Knowledge Volume

外伝世界の旅人たち

●Character Introduction & How to Play the Game●

Party Character

Pike ◆ Human · Traveler · 16 years old · Male ◆ Full name / Legal name unknown

The protagonist of this game, who possesses the magical dagger Fathi—called an Intelligence Sword. He is the sole survivor of the Kalmiret village, which was destroyed in a goblin raid. His parents tried to protect the young Pike from the goblins' claws but died, leaving behind the magical dagger Fathi. Immediately afterward, he was found by Lia, a harpy maid who happened to be passing overhead, and was raised as a member of her tribe in their forest. His parents...

Because (they) are already dead, The person's true name is unknown, but from what seemed to be the name embroidered on the clothes, Laia named them Pike



Perhaps inheriting strongly from his deceased father, he possesses latent talent as a warrior and also wields healing magic and lightning-based offensive spells.

Motivation for the adventure: To save Ria, the benefactor who was turned to stone by the sorcerer Bernard of the Ladoria Mage Corps—nicknamed "the Ice Prince"—the protagonist leaves the Harpy Forest. While searching for the method and person who can save the petrified Ria, they experience various adventures.



Pike-usable spells (initial level 1)	
Sleep Preview	Level 2
Refresh	Level 5
Dispel	Level 13
Lightning	Level 18
Saving	Level 23
Slowdown	Level 27
Thunder Blow	Level 30
Resurrection	Level 33
Gravity Bomb	Level 40
Carnar Blade	?

Basic Knowledge ①

Hundreds of years ago, when the hero Albert was active, the people of this world now refer to that era as the "Albert Odyssey". In particular, Albert's name is deeply engraved in people's hearts, and Sophia, Albert's companion and a sorceress, is also known as a great sage.

The bloodline of heroes born from Albert and Sophia is currently

Albert Odyssey

Their lineage was passed down continuously up to that point, and their children and descendants undertook numerous adventures for the people, leaving behind as many legends as there were such deeds.

People in every age yearn for the emergence of a new hero; they imagine their deeds and, filled with hope, call them the "Albert Odyssey".

Eka ◆ Human ◆ Songstress ◆ 16 years old ◆ Female

◆◆ Full name / Eka Oberis

The heroine of this game. She is a bit meddlesome but is a girl with kindness and a strong sense of justice, and she made her living as a songstress in the city of

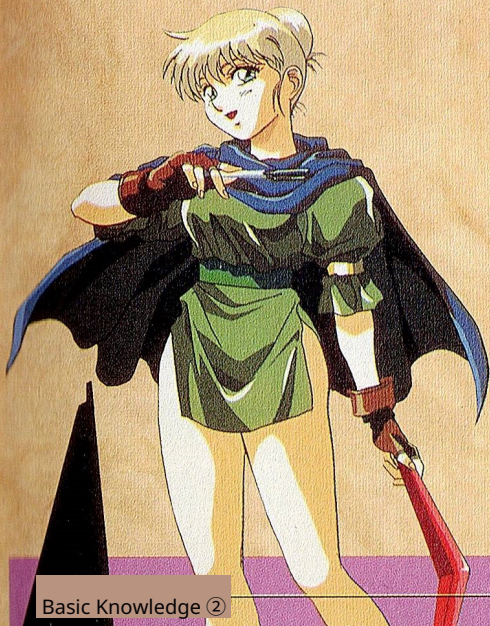
Gigaaru. Her parents were priests who served the townspeople without pay, but they collapsed from overwork and eventually passed away. However, she does not harbor any resentment about that; rather, she feels ashamed that she, as someone who could not follow in her parents' footsteps as a priest, fell short of their legacy.

She handles tools dexterously. Also, having inherited magical power from her priest parents, she wields healing and support magic as well as water-element offensive spells.



Motivation for adventuring: Upon meeting Pike, who has a similar background to her own, she felt a sense of destiny and offered to accompany him. It seems she also rather liked Pike for some reason.

Mainly prefers to use projectiles, and is not weak in power



Spells Eca Can Use (Initial Level 5)	
Air Blow	Usable from the start
Recovery	Usable from the start
Flow Breath	Level 8
Refresh	Level 10
Aqua Lance	Level 13
Protection	Level 17
Vortex	Level 21
Force Blade	Level 25
Dynastream	Level 29
Saving	Level 32
Silence	Level 34
Resurrection	Level 38
Melt Barrier	Level 42
Death Bible	Level 44

Basic Knowledge ②

Hundreds of years ago, an agreement was made between humans and the other races that had previously been in conflict—namely demi-humans such as dragonfolk, birdfolk, and beastfolk, as well as monsters. Under the idea of multi-racial coexistence, the purpose was for all races living on the surface to live together. The background for establishing this agreement included global-scale tectonic movements and the intense environmental changes that accompanied them, which make clear how desperately each race was struggling to survive at that time. To protect themselves from the drastic environmental upheaval, all races chose to stop pointless conflicts and pursue coexistence.

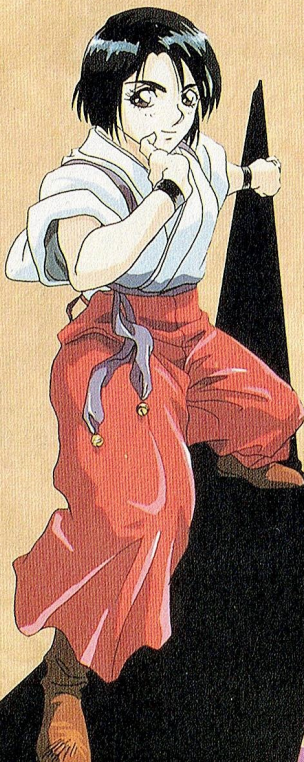
Multi-Racial Agreement

This agreement has continued up to the present, several hundred years later, and essentially the conflicts between humans and other races have disappeared. In reality, there are some races that did not approve this agreement, but even they did not recklessly provoke wars against other races.

However, ten years ago many goblin tribes broke this agreement and attacked the human-inhabited village of Karmilate, which served as a trigger for other races to start following suit. Those signs seem to be particularly visible among races that had been secretly dissatisfied with the agreement from the very beginning.

A black-haired priest (shrine maiden) who worships the creator god and great being "Quon."

She treats everyone with equal love, and due to her abilities as a priest, she is the representative of the city of Solas and enjoys overwhelming support at such a young age.



He does not carry any weapons and fights using martial techniques unleashed from his trained body, wielding restorative magic in general and fire-based offensive magic.



Motivation for adventuring: "To save the people of the petrified city"—this goal aligns with Pike and the others, and they set out together on an adventure. Additionally, as a guardian of the town, he aims to stop the Radoria Mage Corps' rampage.

Spells Leos can use (initial level 10)

Recovery	Usable from the start
Brantilt	Usable from the start
Refresh	Usable from the start
Flow Breath	Level 15
Saving	Level 18
Protection	Level 20
Dispel	Level 24
Force Blade	Level 28
Silence	Level 33
Big Bang	Level 35
Resurrection	Level 38
Melt Barrier	Level 42
Death Bible	Level 48

Basic Knowledge 3

The establishment of the agreement, after the threats from other races had disappeared, compelled humans to reform their consciousness regarding the concept of the state. They were forced to strip away all previous notions such as nations and races and interact with other species with a shared identity as the "human race."

For that reason, the nations were to be governed under a single unified state, and as the foundation for this unified state, the historically established Goat Kingdom—which had continued since the era of the "Albert Odyssey"—was chosen. As a result, in the present world of humans, in principle there is no entity other than the Goat Kingdom...

The Establishment of a Unified Human Nation

There are no other entities referred to as kingdoms (the name "Goat" is now also the unit of currency used worldwide).

In this development, only the magical kingdom of Falgasta still calls itself a kingdom. However, in reality it is nothing more than an autonomous district formed by a congregation of mages and does not possess the authority of an independent state.

Also, in exceptional cases where it is judged that no split in consciousness will occur within the unified nation—such as with the lineage of Princess Elara of Chestoria—the continued existence of a royal family other than the Goat Kingdom may be permitted.

Elder ◆ Dragonkin Warrior 28 years old · Male

◆ Full Name / Elder Mason

A proud dragonkin warrior whose terrifying appearance belies a very loyal and kind heart toward their comrades

Have. Party ca

Among the characters, he is the oldest, a taciturn and dependable older-brother type.



Skilled in dual-wielding

Although it cannot equip a shield, its swordsmanship and the various-effect breaths it uses in battle make its appearance truly like that of a demon god.

Also, the high vitality characteristic of the dragonfolk makes them completely immune to status changes other than "fainting," such as poison and paralysis.

Motivation for adventuring: Out of gratitude to Pike and the others who saved my tribe, which was on the verge of extinction due to a

mysterious infectious disease, and driven by an innate sense of justice, I join them as a compa

Dragon breaths usable by Elders (initial level 12)

Acid Breath	Usable from the start
Heal Breath	Level 16
Fire Breath	Level 23
Poison Breath	Level 28
Cold Breath	Level 34
Thunder Breath	Level 37
Blast Breath	Level 42

Basic Knowledge ④

The Eldeen Three Siblings are a legendary trio of siblings passed down in the magical kingdom of Falgasta. The eldest brother Estarant Eldeen, the second son Ladra Eldeen, and the youngest sister Fati Eldeen—this brother-brother-sister trio—were born in the magical kingdom of Falgasta and, like other residents, were raised as mages. As they aged, they honed their abilities and rose to prominence as prodigious young mages. The magical power of the three siblings was recognized by everyone in Falgasta and even impressed the old established cabal of mages.

What cemented their fame was the "Battle with the Ancient Dragon Ragu." The ancient dragon Ragu that attacked Falgasta disregarded the desperate defenses of the mages

The Eldeen Three Siblings

and ignored their attacks, putting Falgasta's very survival at risk.

Facing Ragu, who possessed immortal life, the battle lacked a decisive blow and eventually reached a stalemate.

It was the Eldeen three siblings who put an end to this battle, and during that fight the three siblings were bathed in the ancient dragon's blood and gained immortality. Thus, acknowledged both in name and in fact, the three siblings were enshrined in legend as heroes of the magical kingdom of Falgasta.

However, the legend of the "Battle with the Ancient Dragon Ragu" is transmitted only within the magical kingdom of Falgasta and is not widely known generally. Typically, the story that has spread worldwide as the Eldeen three siblings' legend is the tale of the "Three Siblings' Battle."

A flamboyant, cheerful winged birdfolk trans warrior with large wings on their back. They can even carry a person or so and fly together.

With the agility produced by those wings, it can launch a preemptive strike faster than any monster. Also, attacks from the air using pole weapons (long-shafted weapons such as spears)

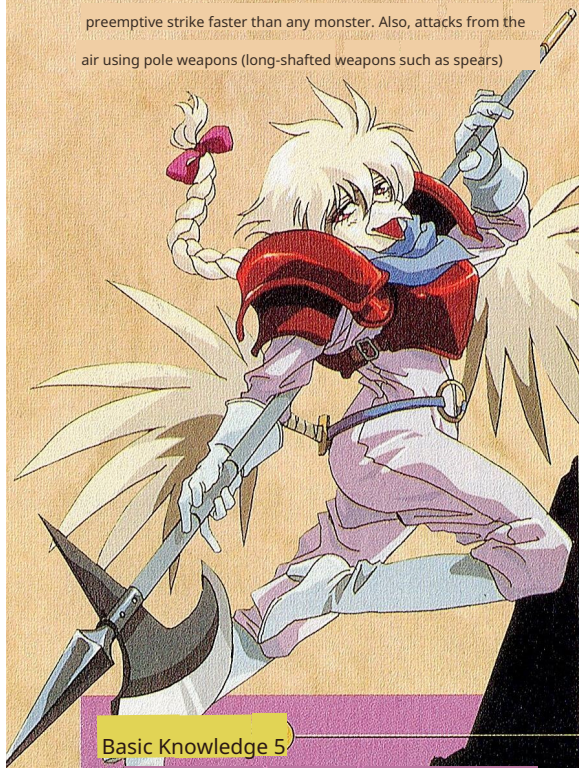
attack.

The attack "Eagle Dance" can strike all enemies at once.

Because of its appearance, among the tribes it was called an oddball or a nuisance.

but in truth it is simply a free spirit who is faithful to his own values and unbound by anything.

Motivation for adventuring: Bound by tribal rules and unable to help the Goat Knights suppress Ladoria, he joins Pike and his companions himself to save face for both the birdfolk and beastfolk tribes who cannot act.



Basic Knowledge 5

The tragedy of the "Three Siblings' Battle" began when the second brother of the Eldeen three siblings, Ladoria, descended into madness. After obtaining immortality in the "Battle with the Ancient Dragon Ragur," Ladoria's personality became completely different from before. Calling himself the "Immortal Emperor" and using the magical kingdom Falgasta's technology, Ladoria completed a floating castle and attempted to rule the entire continent with this flying fortress. The sudden madness of Ladoria was due to the curse hidden in the "Demoniac Sword Mad Riker" that emerged from the corpse of the ancient dragon Ragur, but no one knew that fact—not even Ladoria himself. Unaware of this, Estarante and Fatie, unable to watch their blood-brother torment the people,

Amon's special attack "Eagle Dance"



Use them appropriately. Depending on the situation, switch between single-target attacks and regular attacks. Since it is half of a normal attack, use Eagle Dance when appropriate.

The Three Siblings' Battle

They challenged the atrocity of Amon and fought to stop it. The result, as told in legend, was a stalemate, but in this battle the three siblings each paid a heavy price. What the legend does not record is that Ladoria and Estarante suffered deep wounds in this fight, and they had to wait many long years for those wounds to heal.

And for Fatie, who had become the "Holy Sword Eldeen" and thus lost her physical body, even if she retained human consciousness, she could not live as a human; a fate that was nothing but agony for the maiden awaited her. Perhaps because of that, combined with the remorse over having slain her own biological brother, Fatie lost her memories up until that point.

Carol ♦ Human · Mage · 15 years old · Female

◆ Full name / Carol Turner

The granddaughter of Balto, the mage who is a member of the hero Guy's party, and a new companion who appears from the second part of the story. From a young age, she showed magical talent



He was brought up and educated by Bart.

Its potential was so great that even his master Bart could not fully gauge it, and he was capable of wielding the most powerful offensive magic.

Has potential.

She sweeps those around her with her strongest selfishness and clinginess, but the occasional displays of insight and emotional purity suggest a reincarnation of the great sage Sophia. Motivation for adventure: She lived in the town of Agnus, but when she learned that her beloved Grandma Balt had gone missing, she set out on a journey. Pike was introduced to her by the Goat King. She barged all the way into the Harpy Forest and forcefully became one of Pike's companions, and on that journey she also recruited Elder and Amon, who fought alongside Pike in Part One.



Spells Carol can use (initial level 20)	
Teleportation	Available from the start
Flare Bolt	Available from the start
Shadow Mist	Available from the start
Sleep Ray	Available from the start
Brantilt	Level 22
Binding	Level 24
Slow Down	Level 26
Burst Flare	Level 27
Dispel	Level 29
Quickness	Level 30
Mind Doubt	Level 32
Magical Shell	Level 35
Big Bang	Level 38
Earth Etude	Level 43
Stardust	Level 48

Basic Knowledge 6

Ancient dragons refer to the legendary dragon race that lived in ancient times.

Among them, the Ragoo was particularly unrivaled in its ferocity and possessed an undead body, boasting invincibility. During the "War of the Gods," the Rag joined the army of the Dark Goddess and wielded its tremendous power to great effect.

In the end, the Goddess of Darkness was defeated in the "War of the Gods," and the majority of her army was annihilated. However, with the power of the God of Light

Ancient Dragon Ragū

Even then, the ancient dragon Ragū could not be destroyed, and Ragū was sealed alive.

However, after an eternity the seal was broken, and the magic kingdom of Falgasta, which lay above the land where the ancient dragon Ragū slept, was attacked. Whether the seal's power naturally weakened over the long years or Ragū himself spent those long years breaking the seal is uncertain.

Supporting Character

Wallis ◆ Human · Warrior · Died at age 32 · Male

◆ Full name / Wallis Harvin

Pike's biological father and the original owner of the magical dagger Fati. Fati was obtained during his youthful adventures and was his treasure second only to his wife Maria and his son Pike. During the goblin attack on Karmilete, he took up Fati to try to protect his family but died with regret.



decided to do so. Reluctantly used Fati as a tool of battle in order to protect his beloved wife and son, he did not want to use Fati.

Maria Human ◆ Villager · Died at age 23 · Female ◆ Full name: Maria Harvin

Pike's biological mother, and the wife of the warrior Woris. Originally

she lived in the town of Chestoria,

but when she was 15 she met the wandering warrior Woris,

fell in love at first sight, and ran away from home.

During the Karmilate raid incident, over the course of seven years

he protected Pike, the fruit of his love, from the goblins

and died.

Fati

◆ Intelligence Sword · ? years old · Female

◆ Full name: Fati Eldeen

A magical dagger with high intelligence that can also speak. It has a master-servant relationship with Pike, but Fati's emotional expressions shown in debates with the heroine Eka are exactly those of a maiden in love, and if Pike's life is threatened, she will exert power beyond her limits to protect him.

Her true form is the youngest sister of the Eldeen three siblings, who became immortal after bathing in the blood of the ancient dragon Ragu, but her memories from that time are lost. In her current form as a dagger, she is not called by a full name but simply "Fati".



Basic Knowledge ⑦

About ten years ago, a group of goblins attacked the village of Karmilate. This was an act that violated the previously established agreement, and the village of Karmilate, unprepared for battle, was annihilated overnight.

In fact, a boy named Pike, who was the only survivor, was taken in immediately after the incident by a harpy's daughter who happened to pass by the scene. No one besides the harpies knew about this, and in public the matter was known as Kalmire...

Karmirate Assault Incident

It is believed that all the villagers of -to were massacred. At the time, this incident became an extremely serious problem for humans and other races who upheld the Agreement, and it was even whispered that the Agreement might collapse. Later, as indiscriminate attacks by monsters on human towns and villages became frequent across the land, this incident gradually faded into the depths of people's memories as one of the past tragedies. The ruined Karmirate was left abandoned, and now no one visits there.

Lia ◆ Harpy · 28 years old · Female · Full name / Lia Yukuri

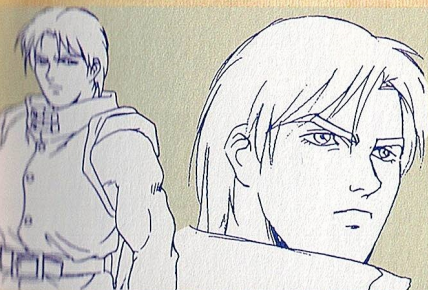
The most beautiful woman in the Harpy Forest. Immediately after the village of Karmirate was attacked by goblins, she took Pike, who had been crying beside his parents, back to the forest. At that time, she also took back the magical dagger Fati that had been lying nearby.

At that time, Lia was still a young woman, but she resolved to raise Pike without relying on others, even at the cost of sacrificing herself, and since then she remained unmarried and raised Pike with great care.

Now, they are bound by a bond stronger than that of a biological parent and child, but Bernard of the Radoria Mage Corps turned Pike to stone while protecting him.



Forte Harpy ◆ 29 years old · Male ◆ Full name / Forte Euclid



He is Raia's brave and honest older brother, and Pike also calls him "brother." Among the harpy companions, he is the most trusted young man.

Because the sorcerer Bernard turned his sister Raia into stone, he temporarily harbors distrust toward humans, but he thinks of Pike as if he were his real younger brother and believes that Pike will find a way to restore Raia.

Basic Knowledge 8

Recently, there has been a spate of mysterious incidents in which townspeople and villagers have been found turned into statues. This case has several strange aspects: there are no witnesses, and unlike ordinary petrification, the petrified people cannot be cured by any means.

The absence of witnesses is thought to be because, in most cases, many statues are discovered at once in a single location, suggesting that everyone present was turned into stone to silence them.

This special petrification has no known cure, so the statues

Mysterious Petrification Incidents

People who have been turned into statues are temporarily housed in the church of the town of Solas. Clerics, including Leos Factoria, are working around the clock, but there is still no prospect of recovery.

In fact, the Radlia Mage Corps is involved in this series of petrification incidents. The "Ice Prince" Bernard is using a magical device that contains Radlia's powerful sealed magic to petrify people. Now that no one can match Radlia's magic power, there is no way to break this petrification other than defeating Radlia himself.

Joe ♦ Harpy · 16 years old · Male ♦ Full name / Joe Dunn

Reg ♦ Harpy · 15 years old · Male ♦ Full name / Reg Oshi

They always act together, the mischievous harpy duo of the Harpy Forest. Joe is a boy the same age as Pike and often bullies the wingless Pike, though it doesn't seem to be from malice.

Reg is Joe's junior and clings to Joe. Influenced by Joe, he ends up bullying Pike as well.

Regun

Joe



Jogging Old Man ♦ Harpy? years old · Male ♦ Full name / ?

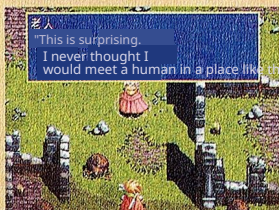
Despite being a harpy who can fly, he is a healthy middle-aged man who also trains his legs and hips with his daily jogging routine.

Besides hanging out in the king, he loves any physical activity like gymnastics. Pike's first companion?

Estan — Human · Mage · ? years old · Male ♦ Full name / Estarant Eldeen

A mysterious old mage traveling in search of the legendary holy sword Eldeen. He effortlessly wields quite powerful magic and repeatedly saves Pike and his friends from danger.

Actually, he is the eldest of the Eldeen three siblings who became immortal after bathing in the blood of the ancient dragon Ragu, but he usually does not use his real name and calls himself Estan.



Motheey part ways.

from the Pyre Forest, aimed for the town where Harley lives, sought a way to save her.

for the first time left his birthplace Kamilly, set out

abandoned village of To, Estan

encounter—and they meet.

However, at that time, in the

No one notices each other—this is a fateful

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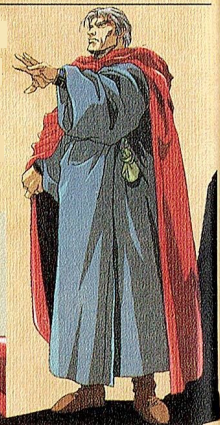
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No one notices each other—this is a fateful

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Basic Knowledge 9

The battle between Leos's biological father, Chorus Factoria, and Count Frondia, the immortal vampire lord, took place a little over ten years ago.

The cause of the matter, as with the Karmilate assault incident, was Count Frondia's unilateral breach of the agreement. At that time, Count Frondia, who had his stronghold just south of the city of Solace, was abducting young women from the city one after another and drinking their living blood in his castle.

At first it was thought to be simply girls running away from home, but gradually the number of missing girls increased.

Count Frondia

The suspicious priest Chorus finally uncovered the truth and challenged Count Frondia to single combat. The duel took place on the top floor of Frondia's castle, and after an extremely fierce battle, Chorus barely achieved victory.

However, even Chorus could not completely destroy Count Frondia, who was a vampire, and could only seal him away with the aid of magic crystals. Thus, the castle where Count Frondia sleeps was sealed off, and since then no one has set foot inside.

Rue ◆ Half-beast · Merchant · 19 years old · Female ◆ Full name / Rue Sullivan

A half-beast merchant carrying a large load on her back. She is a spirited girl who harbors some complexes about being a half-beast. After being attacked by kobolds and saved from danger by Pike, she set her sights on Pike and would encounter him repeatedly on her travels.



Being half human and half beast, she has sharper claws and fangs than ordinary humans. Because of this, she endured various hardships from childhood, but she does not show them outwardly. She is a born merchant and will appear anywhere she thinks she can make a profit, regardless of the danger.

Fey Fairy ◆ ? years old · Female ◆ Full name / Morgan le Fay



An annoyance. For the troubled adventurers she has troubled. It is not a good thing, yet she rides along and plays at being a princess. ▼ She never has

Inside a cave near the river, a fairy is captured by goblins. However, given how oddly cheerful she seems for someone imprisoned and how she appears to know secret exits from the cave, it seems she is merely pretending to be captured.

Playing the part of a captive princess (myself) who thrills at the appearance of a prince coming to rescue her, the innocent, dreamy fairy performs days of captivity deep inside the cave... Yet many unfortunate adventurers who entered the cave intending to rescue her lost their lives.

By the way, among the weak enemies there is a monster called "Fey," but it does not seem to be related to her.

What awaits inside the depths? Step in. Having seen the ray's letter in the cave, they step into the cave. ▲ Pike also seeks salvation from F



Basic Knowledge 10

Magic crystals, as the name implies, are a general term for stones formed by the crystallization of powerful magical energy. The extant magic crystals scattered around the world were created by ancient-era magi—referred to as the Old Humans or Ancients—who forged

Because magic crystals can permanently emit powerful magic in a stable state, ancient magi used them as magic amplification devices. By combining the knowledge of ancient magi with the limited

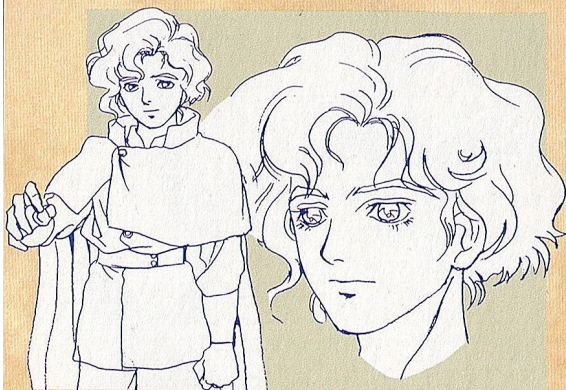
- Magic Crystal

It is said that with the knowledge of ancient magi and the infinite magical power of the magic crystals combined, nearly anything could be achieved.

However, the technique for refining magic crystals has been lost today, and they are rarely seen. Therefore, magic crystals are treated with great care as extremely expensive and rare items, usually kept as royal treasures or venerated as guardian deities of towns and villages.

Kinis — Human, Mage, 17 years old, Male

◆ Full name / Kinis Falling

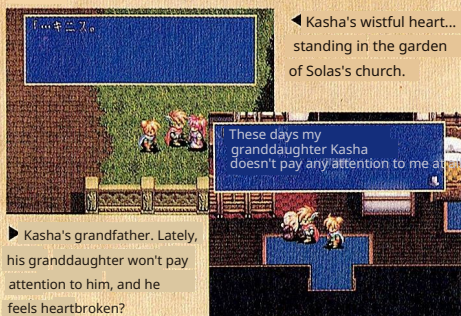


A mage of the city of Solas and a childhood friend of Leos. She quietly harbors feelings for Leos. Trying to help him somehow, she was searching for a way to save the petrified people of Solas.

Kasha — Human, Town Girl, 17 years' old, Female

◆ Full name / Kasha Ulm

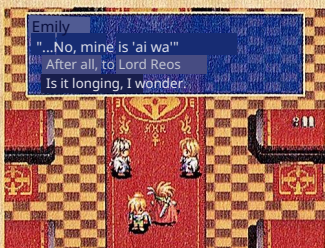
She has been childhood friends with Leos and Kinis and harbors feelings for Kinis. Valuing the relationship among the three, she long suppressed those feelings deep in her heart. However, those emotions erupt uncontrollably during an incident Pike and the others encounter in the city of Solas.



Emily — Human, Trainee Priestess, 15 years old, Female ◆ Full name / Emily Ann

Mia ◆ Human · Trainee Priest · 15 years old · Female

◆ Full name / Mia Everis



Two female priests training at the Solas Church that worships the god Quon. Emily's personality is unbecoming of a priest—cheerful and trendy. She is training at the Solas Church because she admires Leos. Mia, on the other hand, is Emily's complete opposite: steady, well-mannered, and well-bred. She and Emily are training companions and very close friends.

Basic Knowledge

11

"The Floating Castle" towering atop a massive rock slab that floats thanks to Radria's magic power and magic crystals, known as "the Immortal Emperor." Constructed using the magical kingdom of Falgasta's technology, its grandeur is truly worthy of being called the emperor's residence. That floating castle suffered heavy damage and fell to the ground during the "Battle of the Three Siblings," remaining silent for a long time.

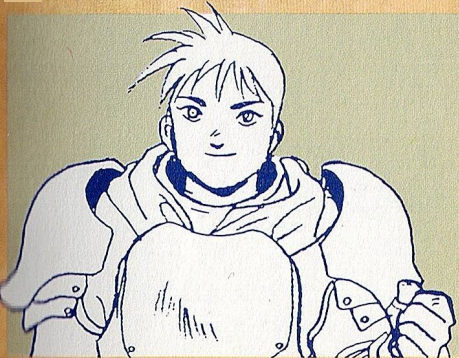
Floating City

However, with the revival of its master Radria, the floating castle also broke its silence and began to resume activity. Nevertheless, it lacked sufficient magic crystal power to sustain flight, so Radria ordered the Radria Mage Corps, including Bernard, to search for magic crystals.

Chai ♦ Human · Knight · 17 years old · Male

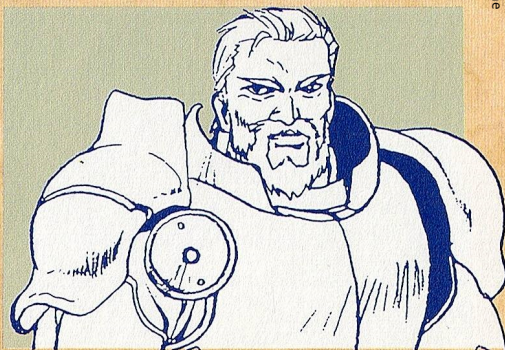
♦ Full name / Chai Bisman

The youngest boy-knight of the Goat Knights. He comes from a good family, is regarded as the most promising within the order, and serves as the leader among the boy knights. He is utterly pure-hearted, sincerely respects Captain Dana, and recognizes and trusts Pike and the others' abilities.



Dana ♦ Human · Knight · 35 years old · Male

♦ Full name / Dana Zan Mesh

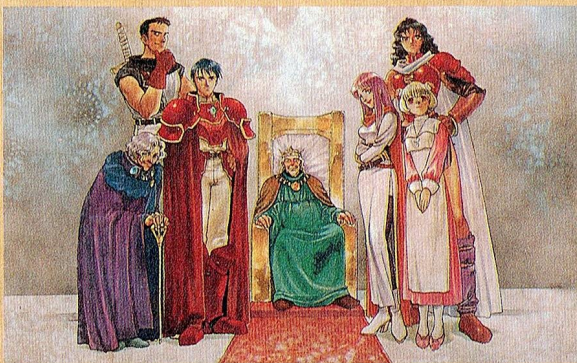


The supreme commander of the Goat Knights, famed as the strongest on the continent. A paragon of character and widely respected, his swordsmanship is said to rival that of the hero Guy.

His signature technique, the "Kamikaze Slash," a secret finishing sword of the Goat Knights, was said to be able to "fell even a dragon with a single blow."

King of Goat ♦ Human · King · 68 years old · Male ♦ Full name / Alvario Volgeus Goat

The current ruler of the Goat Kingdom that governs this continent. Troubled by successive problems besetting the kingdom—such as raids by Balran's band of thieves and the appearance of the resurrected Immortal Emperor Radria—he is deeply concerned. To resolve these issues, he summoned the hero Guy and hired an all-female mercenary party called "Silver Vixen."



Basic Knowledge 12

-Magic Device

A magic device (madouki) is a general term for tools in which mages have sealed magical power into various items. By using a magic device, it becomes possible to employ magical energy beyond the user's actual capability. For example, the magic device that

release Radria's petrification magic. This has precisely the same effect as when Radria herself uses petrification magic, and it surpasses by far the magical level of the user, Bernard.

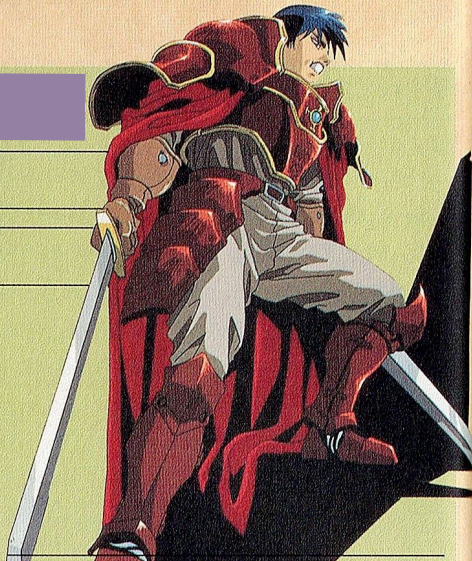
A tool resembling a mirror in which Radria's powerful magical energy is sealed, and it can

Hero Guy's Party

Guy ◆ Human · Hero · 22 years old · Male

◆ Full name / Guy Granton

He is a hero descended from Albert, the hero who was active hundreds of years ago, and wields the magical sword called the "Carnablad(e)" that can even slay gods. His unwavering swordsmanship and magical power are not merely due to his lineage but are also the result of his own relentless efforts. While visiting the town of Goat at the summons of King Goat, he met Pike and the others for the first time.



Balt — Human · Mage · 85 years old · Female

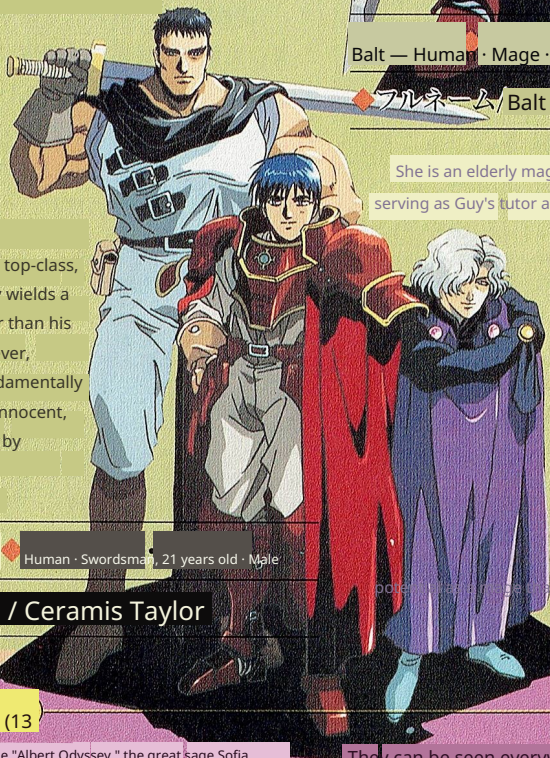
◆ フルネーム / Balt Shian

She is an elderly mage with a mysterious aura, serving as Guy's tutor and foster parent. She has

profound knowledge of various fields, and the powerful offensive magic she wields is only a small part of her wide-ranging scholarly pursuits. Among her expertise, she is said to be the world's foremost authority on ancient knowledge. In addition, her granddaughter Carol possesses even greater

The Taylor family, who have served heroes for generations

Swordsman. His swordsmanship is top-class, and he effortlessly wields a greatsword longer than his own height. However, because he is fundamentally very earnest and innocent, he is often teased by women.



Seramis

Human · Swordsman · 21 years old · Male

◆ Full name / Ceramis Taylor

Basic knowledge (13)

During the era of the "Albert Odyssey," the great sage Sofia hoped for coexistence between humans and other races and left monuments filled with that hope across the lands; these are the "Sage Crystals."

It was precisely because of these Sage Crystals that an agreement was later reached between humans and other races. They still remain mainly in towns and villages as symbols of peace.

The Sage's Crystal

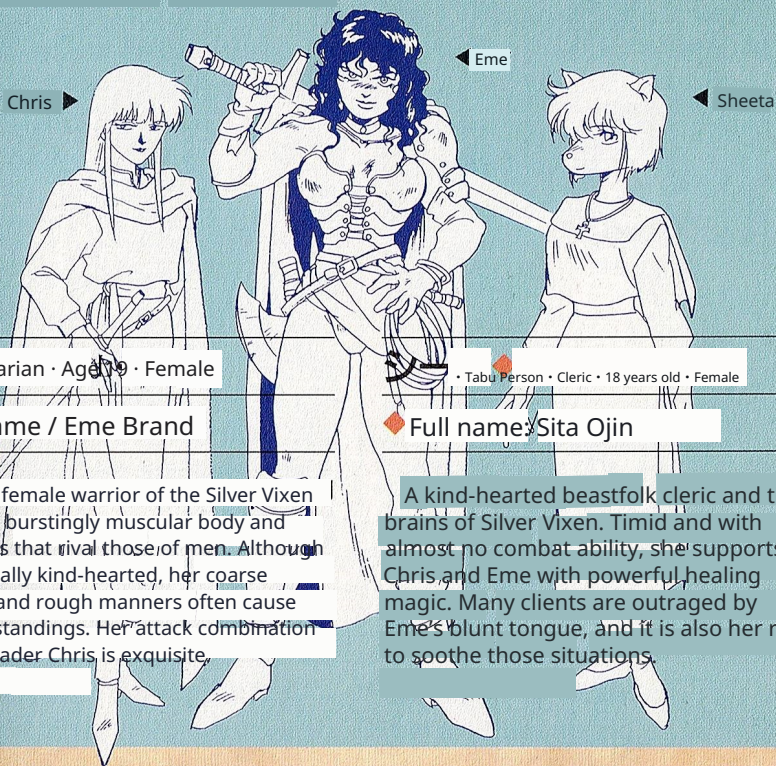
They can be seen everywhere around the world. A monument engraved with the Great Sage's prayer for peace, and a mysterious crystal sphere that silently floats and sinks in the air above it... It is unknown what technology was used to create them, but even after many long years they still live on without weathering.

Silver Vixen

Chris — Human, Swordsman, 22 years old, Female. Full name / Chris Seed

Leader of an all-female mercenary party called the Silver Vixen (meaning "silver fox"), a calm and composed female swordswoman. She is a cousin of the hero Guy, and beyond that familial bond, romantic feelings have begun to stir within her as a woman.

Under orders from her employer, the Goat King, she joins Pike and the others in a cooperative operation to attack the robbers' fortress.



Eme Barbarian • Age 19 • Female

Full name / Eme Brand

She is a female warrior of the Silver Vixen boasting a bursting muscular body and sword skills that rival those of men. Although she is actually kind-hearted, her coarse language and rough manners often cause misunderstandings. Her attack combination with the leader Chris is exquisite.

Tabu Person • Cleric • 18 years old • Female

Full name / Sita Ojin

A kind-hearted beastfolk cleric and the brains of Silver Vixen. Timid and with almost no combat ability, she supports Chris and Eme with powerful healing magic. Many clients are outraged by Eme's blunt tongue, and it is also her role to soothe those situations.

Basic Knowledge 14

One of the two legendary magic swords, this blade was born from the corpse of the ancient dragon Ragu when the Eldine three siblings defeated it. The single slash unleashed by this magic sword is said to slice through even the strongest metals and lay to rest even undead monsters.

Originally, it belonged to Latria, the second brother of the Eldine three siblings who defeated the ancient dragon Ragu, but it went missing during the "Battle of the Three Siblings." Afterwards,

Magic Sword Mad Riker

After many years, as if by the sword's own will, it appeared before the mysterious female sorcerer Norma and was given by Norma to the righteous thief Baran.

This magic sword was the concretized manifestation of the evil will of the ancient dragon Ragu; its true nature was a "cursed magic sword" that would unknowingly absorb the will of whoever wielded it. However, no one knew this terrifying truth, and in the legends it was spoken of only for its overwhelming power.

Miler ♦ Human · Priest · 45 years old · Male

◆ Full name / Miler Factoria

Priestly duties

A priest entrusted with governing the city of Agnus. He is the uncle of Leos and is usually mild-mannered. His body, honed by training beyond what his age would suggest, gives newcomers an intimidating presence. However, contrary to his appearance, once he opens his mouth he becomes immersed in the world of poetry and bardic tales, speaking passionately and ceaselessly.



Marquis Lang ♦ Human · Lord · 48 years old · Male

◆ Full name / Lang von Braun

A regional lord governing the factory city of Mycent. He is action-oriented, taking an active interest in many things and enjoying putting them into practice. Perhaps due to this personality, he often issues unreasonable demands to the workers, but he is said to be a person who "strangely motivates them." He is currently ordering the workers to build a flying ship, an "airship."

Emma ♦ Human · Fortune-teller · ? years old · Female

◆ Full name / Emma Worth

A famous female fortune-teller in the city of Chestoria. Her crystal reveals the future, and her divinations are said to always come true. The high accuracy of her predictions has reached Princess Elara's ears, and she occasionally receives consultations from the princess.



Princess Elara ♦ Human · Princess · 20 years old · Female ◆ Full name / Elara Charlotte Winchester

The beautiful princess who rules the city of Chestoria. She is descended from a different royal family than the Goat Kingdom, but since the current Goat Kingdom is a globally unified state, strictly speaking she no longer holds the powers or responsibilities of a monarch.

Not present in the <original>. However, the Goat King himself praised her gentle nature, which is supported by the populace, and recognizes her as a "princess".

Basic Knowledge 15

Of the two legendary demon swords, the one positioned opposite the Madliker Demon Sword is the Holy Sword Eldeen. To stop Radria—the second eldest of the Eldeen three siblings, who came to be called the "Immortal Emperor"—the youngest sister Fati sacrificed herself. Their eldest brother Estarant used secret arts on her body to create this sacred sword. Its blade, a crystalline formation like crystal, shimmers with a faint light and appears extremely divine. Within this beautiful sword lie Fati's consciousness and magical power.

Holy Sword Eldeen

It remains sealed as is, and it can speak on its own. And when the one who holds this sword has Fatiya grant them her own magical power, the true power of the Holy Sword Eldeen will be manifested.

Legend says that by the combination of this holy sword and Estarant, the cursed swords Madraiker and Ladria were defeated. However, the holy sword Eldeen was also damaged in that battle and lost most of its power, transforming into the magic dagger Fati.

Enemy character

Radoria ◆ Human · Mage · ? years old · Male

◆ Full name / Radoria Eldeen



Eldeen, the second brother of the three Eldeen siblings, became immortal after being bathed in the blood of the ancient dragon Ragu. Known as the "Immortal Emperor," he is the lord of the floating castle and an ageless mage whose magical power has far surpassed that of ordinary humans.

After Ragu the ancient dragon transformed into the demonic sword Madraika and Radoria took it up, he became possessed by darkness and plunged people into utter terror. He was believed to have been destroyed in the "Three Siblings' Battle." However, centuries later the Immortal Emperor revived and seeks once more to dominate the entire continent.

Bernard Human ◆ Mage · 22 years old · Male

◆ Full name / Bernard Steiner

A member of Radoria's magician corps and a mage nicknamed the "Ice Prince." He possesses an extremely cruel and twisted personality.

Deeply trusted by Radoria, he was entrusted with a magical device and ordered to search for the magic crystal that powers the floating castle. He stole the magic crystal from the Happy Forest and was the one who petrified Ria, and thereafter repeatedly appeared before Mike and his companions riding the dragon.

It is unclear what the private relationship between his subordinate Rachesta and him is, but judging from his words and actions, she may be more than just a subordinate.



Basic Knowledge 16

The secret sword used by the hero Guy, a magical blade capable of destroying even gods. Its predecessor was the "Divine Sword Sylvance," created by the god of light from the World Tree during the ancient "War of the Gods."

Then, several hundred years ago, the sage Sophia deciphered the divine magic placed upon the "Divine Sword Sylvance," which had been bestowed upon the hero Albert, and its essence was transmitted only through the hero's bloodline.

Magic Sword Carnablade

In other words, "Carnablade" is not the name for a specific sword, but rather a divine magic that creates a sword of light — a forbidden spell permitted only for heroes. Therefore, this secret magic sword never appears on the stages of history, and only its name remains in legend. It is said that whoever utters that sacred word will be enveloped in a radiant aura that pushes their abilities to the limit, enabling them to annihilate evil powers.

Frontier

◆ Vampire · ? years old · Male

The vampire king sealed by Reos's father, Corus Factoria, over a decade ago. Because Rachesta stole the sealing magic crystal, he was resurrected and now seeks revenge against the late Corus.

Rachesta ◆ Human · Priest · 20 years old · Female

◆ Full name / Rachesta Valery

A priestess known by the epithet "Saint of Hell," she is a member of the Ladoria Mage Corps. She adores Bernard to a maddening degree and joined the Ladoria Mage Corps solely to devote herself to him. Because she only has Bernard on her mind, Ladoria's ambitions mean nothing to her.

She operates covertly across various regions to help Bernard search for the magic crystal

and will use any despicable means she can think of to please him.



Giyū Knowledge 17

A dagger that Pike keeps as a memento of his father, housing the personality of a girl named Fati. It is essentially the dagger version of an Intelligence Sword (a sentient sword). Her knowledge is broad and deep, but she has lost memories about herself and only remembers the name Fati.

In fact, memories from when she was "Fati Erdin" still remain, but the trauma of killing her real brother during the "Battle of the Three Siblings" became a psychological wound

◆ Full name / Jeju Frondia

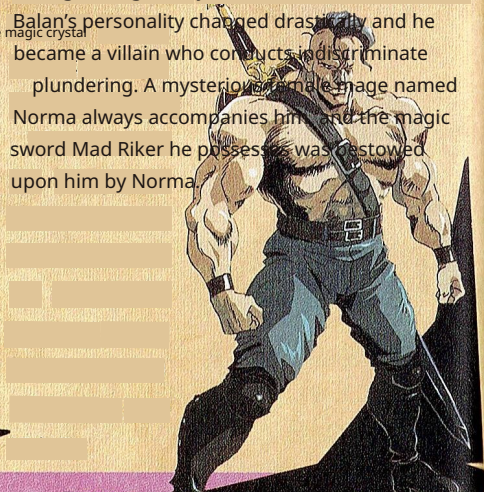
He directs his thoughts toward his daughter, Leos.

Proud and arrogant, the humiliation inflicted on him by humans he deems inferior can only be healed by Leos's death.

Balan Barbarian ◆ Robin Hood-like Thief · 30 years old · Male

Full name / Balan Caesar

The leader of a band of thieves that openly opposes the Goat Kingdom. He is muscular and towering, a giant of a man who commands many subordinates. He was once a wildly generous and famously feminist noble thief, highly popular among the people. However, after seizing the legendary demon sword Mad Riker, Balan's personality changed drastically and he became a villain who conducts indiscriminate plundering. A mysterious female mage named Norma always accompanies him, and the magic sword Mad Riker he possesses was bestowed upon him by Norma.



The magic dagger Fati

She suffered memory loss and has no recollection of the period before Pike's father found her. Therefore, Fati herself does not understand why she possesses such extensive knowledge.

This magical dagger form is what the Holy Sword Eldeen became after being wounded and transformed during the "Battle of the Three Siblings"; it has already lost its power as a holy sword. However, when her consciousness exceeds its limits, she can temporarily wield power equivalent to that of the holy sword.

Norma ◆ Human · Mage · ? years old · Female

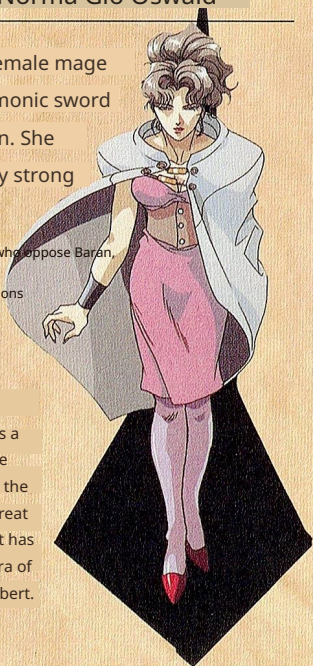
◆ Full name / Norma Gio Oswald

A mysterious female mage who gave the demonic sword Madraika to Baran. She shows particularly strong hostility

towards Pike and others who oppose Baran.

However, her true intentions are not visible.

As a mage, she possesses considerable power as a sorceress, but her true identity appears to be the last member of the great line of archmages that has continued since the era of the legendary hero Albert.



Krishna Human · Mage · 22 years old · Female

◆ Full name / Davi Krishna

Known by the epithet "Phantom Rose," she is a female sorceress, Norma one of the attendants.

A rather risqué bon Daisy Fashion In leather a queen with a whip, who, true to her name, wields eerie magic such as illusions and charms. A mercurial hedonist, she teases Pike and Eka.



Ain ◆ Human · Mage · 22 years old · Male ◆ Full name / Ain Blood



The mage known by the epithet "Azure Flame," and one of Noma's attendants. As the name implies, he freely manipulates blue flames and wields powerful magic.

He is interested only in great power and even believes that those without strength do not deserve to live. Perhaps as a manifestation of absolute confidence, he wears no armor-like items and appears in an ordinary robe.

Basic Knowledge 18

In the distant primordial age, there was a conflict called the "War of the Gods." The world was divided between the forces of the creator deity, the "God of Light," and the forces of the destructive deity, the "Dark Goddess," and that war engulfed all living things.

The battle seemed as if it would continue endlessly for eternity, but it moved toward a conclusion when the God of Light forged the "Divine Sword Sylvalance" from the World Tree. Bearing the "Divine Sword Sylvalance," the God of Light slew wave after wave of the forces of darkness,

The War of the Gods

and finally defeated the Dark Goddess. The majority of the dark forces were annihilated by the forces of light or were sealed away.

The Dark Goddess, having been defeated in the "War of the Gods," sought reconciliation with the God of Light, and a neutral deity embodying aspects of both was created. Thereafter, this world was entrusted to the neutral deity, and the two gods departed from it.

Ram ♦ Human? * Puppeteer · 45 years old · Male

◆ Full name / Ram Yor Shade (or so he believes)

A puppeteer posing as the leader of a troupe of traveling performers. He is a greasy, slightly overweight middle-aged man, but his true identity is...? He appears in the second part of the story and, through a certain incident, plunges Pike and the others into great confusion.



◀ The planned site for the circus tent in the town of Chestoria cannot be entered at first. The people of Chestoria look forward to the circus that comes every year very much, but...



Pierre ♦ Human · Jester · 21 years old · Male

◆ Full name / Pierre Chardin (or so he believes)

Appears in Part Two. A jester who appears in the western tower of the Four Great Holy Towers and interferes with Pike and the others. He is a person well known to Pike and the others.

Basic Knowledge 19

- Genealogy of the Gods

In the world of Albert Odyssey, gods can be broadly divided into the "Primordial Gods," the true deities unknown to people; the "Ancient Gods," who were children of the Primordial Gods and have already perished; and the "New Gods," who are currently worshipped.

"Primordial Gods" The true gods and creators of the world who never appear in the game. As gods from the age of creation, there is no way for humans to know of their existence.

- 光の神..... The creator of all living beings, a god possessing the nature of light.
- Goddess of Darkness..... A deity presiding over darkness and destruction, the polar opposite of the god of light.
- Neutral Deity..... Created by both the God of Light and the Goddess of Darkness, a god possessing a nature that is neither light nor darkness.

"Ancient Gods" — the gods from the era when the hero Albert was active.

- Globos..... Unlike other creatures, it is the only being created directly by a neutral god. It was captivated by darkness and was defeated by the first Goat King and the hero Albert. Granted the power of magic
- Four Sacred Beasts..... The Blue Lion, Black Dragon, Fire Bird, and Twin Azure Dragon. Each is a sacred beast embodying the natures of earth, water, fire, and wind, respectively.
- Four Great Spirit Kings..... Kings of the spirits, the four sisters Chian, Noah, Nack, and Rin. Each is a holy fairy presiding over the natures of earth, water, fire, and wind, respectively.

"A New God" The world of "Albert Odyssey Gaiden," that is, the current gods.

- Kuon..... the heroic god whom humans worship as the "Great One".
- Alona... the goddess of destruction said to have been defeated by Quon.
- Marduk... the progenitor of the dragonfolk and the god they venerate.
- Xenon..... the progenitor of the birdfolk, The god they venerate.
- Famr... the progenitor of the beastfolk and the god they venerate.

In the world of Albert Odyssey Create a new legend!!



■ A two-part structure: Part One and Part Two
An epic, full-fledged RPG

This game is a side story of the "Albert Odyssey" series previously released on other platforms. Set in the world following the previous series, it unfolds a new adventure—an orthodox and full-fledged fantasy RPG.

The story is broadly divided into Part One and Part Two, with an expansive storyline unfolding. You can enjoy it even if you are not familiar with the previous series.



▼ In battles with monsters, Lots of movement! Both enemies and allies jolt, a



▼ Usually using technology, Partially 3D polygons Outdoor rocks and gigantic structures

Part One: The Immortal Emperor Arc

In order to save his foster mother Ria, Pike sets out on a journey, meets comrades who fight alongside him and the hero Guy, and as they adventure together, the story depicts his gradual growth into a full-fledged hero—an introductory chapter.

Part Two: The Eternal Queen

The Immortal Emperor has fallen, but a new crisis looms over the world, and Pike sets out on a journey once more. As the adventure progresses, the foreshadowing laid in Part One is gradually revealed, and all mysteries are brought to light in a concluding chapter.

■ Three sub-scenarios that do not directly affect game completion

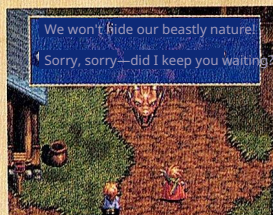
This game includes three sub-scenarios separate from the main storyline. Whether you complete these sub-scenarios or not has no effect on clearing the game. However, some are closely related to the story, so it's a loss not to check them out.

Some sub-scenarios are forcibly terminated at certain points, and some are hard to notice when they begin, so be careful.

Lines presenting the player with a binary choice during conversations

During play, there are often moments when you must choose Pike's lines. There are serious lines and teasing lines, but whichever you choose does not particularly change the flow of events.

Don't overthink it—just choose based on how you feel at the moment.

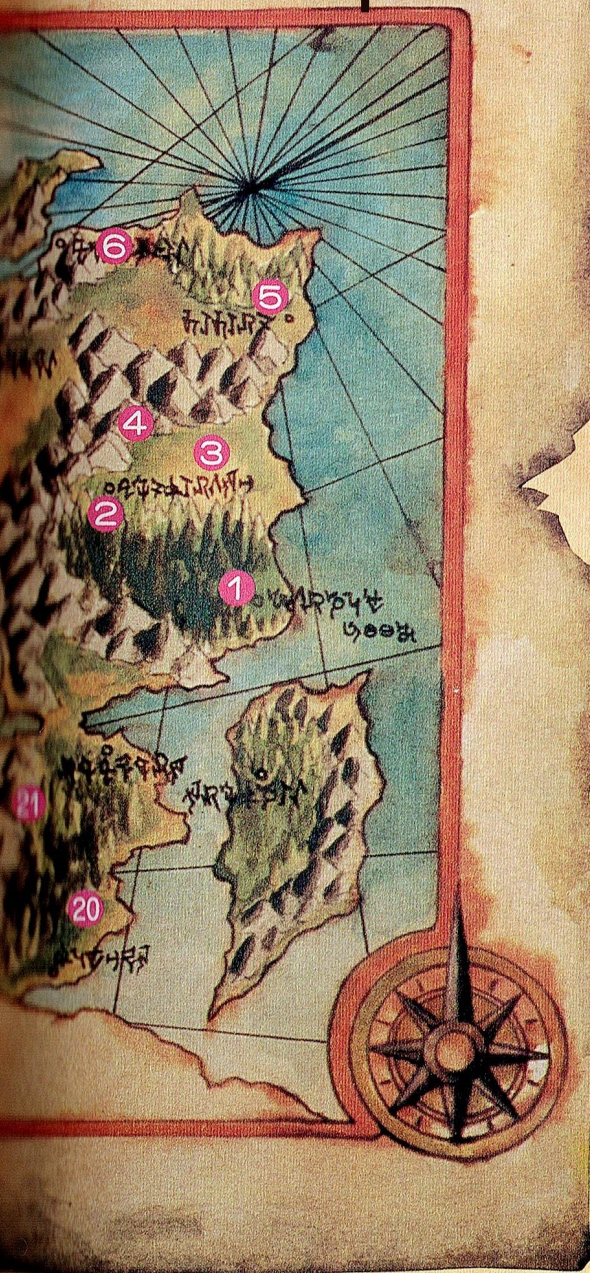


Nor's Pike is also fun. Alright, playing a Pike who jokes all the time versus portraying a serious Pike who focuses solely on teasing changes the image consid

☆ Albert Odyssey Side Story Wa



Ludomap



1 Harpy Forest

2 Kalmirate Ruins

3 Ru's Bridge

4 Mountain-Passing Cave

5 Gigarl Town

Eka's House

6 Chestoria Town

Fusoras Town

8 Frondia Old Castle

9 Dragonfolk Shrine

10 Goat Town

11 Balan's Fort

? Doris's Cave

12 Weran Village

13 Twara Village

14 Desert Mountain

15 Bagdnieru

16 Floating Castle

17 Agnus Town

18 Sitonas Town

19 Tomari Pier

20 Maisent Town

21 Graveyard of History

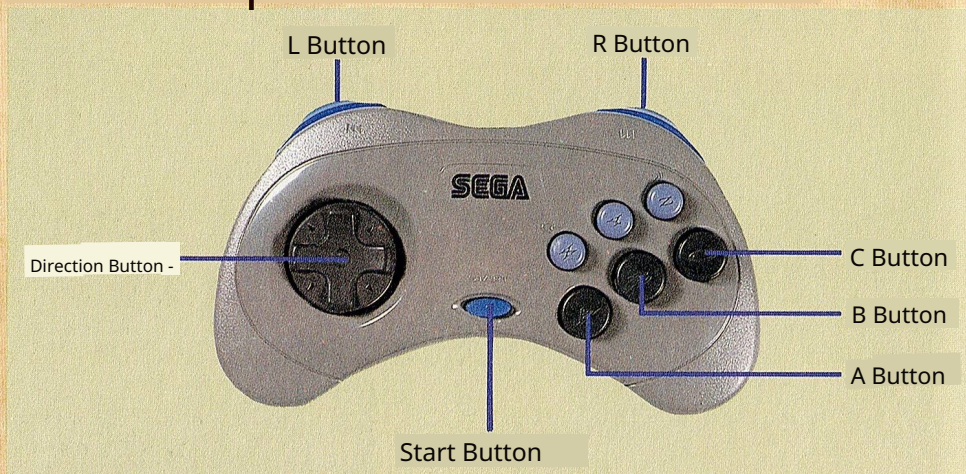
? Ruknart Ruins

2 Magic Kingdom Falgasta

The Four Great Holy Towers



How to Operate the Control Pad



Use only the control pad.

Do not use the X, Y, or Z buttons.

Direction Button

■ Move the cursor or character.

■ When shopping at weapon or item shops, direction buttons

Decide the number of items to purchase based on the 上下.

A • C Buttons:::

..... Decide the command.

■ Talk to people and examine the objects in front of you.

■ Send messages such as conversations

B Button

..... ■ Cancel the command.

L/R buttons.....

..... ■ Switching pages in the Item/Spell selection window.

(L Button = Previous page, R Button = Next page)

Start button • • • • •

..... ■ Skip the opening demo and proceed to the title screen.

■ Press to start the game on the title screen.

■ During the game, open the sub-screen (Only while moving.)

Save and Load (Travel Record)

Start Game

To continue playing from your last saved location, select the file you want to resume on the load screen. If you have a separately sold Power Memory, you can use up to 10 files combined with the main unit. • Start the

game from the beginning.

Continue from

• Resume the game from the saved location.

When using power memory, select which RAM to use.

Main unit RAM

Cartridge RAM

Load file

• Select the file you want to resume from.

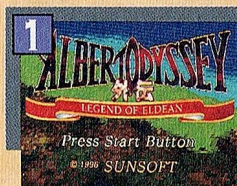
Save method (Sage's Crystal)

The save points in this game are the Sage's Crystals located in towns and villages. Face a Sage's Crystal and press the A or C button to switch to the save screen, then choose the RAM or file slot to use. Se-

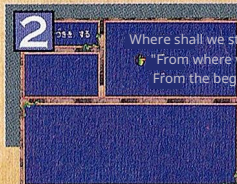
The date and day of the week when it was done will also be recorded.



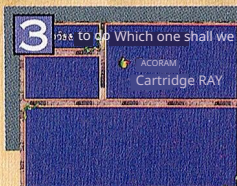
▼ There is always a Sage's Water (Sage's Crystal) in towns. There are also some inside certain dungeons. —Let's use it. The Sage's Crystal can be offered battles to that point of the adventure there is a crystal. Play at the Sage's



◀ After the opening demo, when the title screen appears, press the Start button to proceed to the file load screen.



◀ Choose either "From the Beginning" or "From the Continue Continue". If there is no save data, the game will start directly from the title screen.



◀ If a power memory is connected to the Sega Saturn console, select the RAM to use.



◀ Select the file you want to resume the game from. Before confirming the file, you can press the B button to go back one screen at a time.

Loading a file during play

Even while playing the game, if you open the sub-screen and select the "Map/Settings" command, you can at any time load whichever save data you like. It's useful when you want to redo a little from there,

it's convenient for times like that.



▼ Map/Settings Command "Fa" You can also check Tee's current location. Now, on the world map's "File Road", let's call up the target file. Use this command

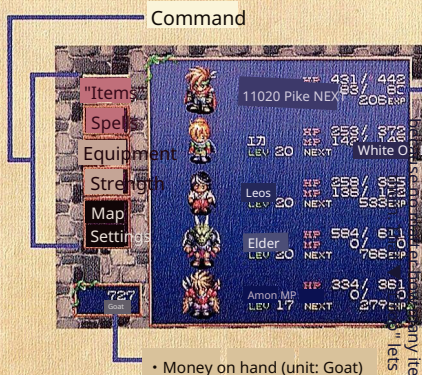
Subscreen

If you press the Start button while moving, you can open the subscreen. On the subscreen, operate by selecting commands with the up and down on the directional pad and confirming with the C button. To return to the previous screen, press the B button.

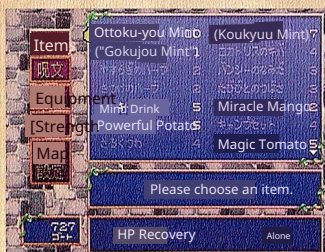
Also, when selecting items or spells, if the window has two or more pages, you can switch pages with a single press of the L or R button.

[Item Command]

A list of the items the party currently has is displayed, and you can choose from those that can be used while moving. Items that cannot be used while moving have their names shown dimmed so you can tell at a glance. Incidentally, the party can carry up to 174 different kinds of items, with up to 99 of each kind.



It would be better to slightly increase the party character's basic status. If so, sell it at the shop and throw away all your money. Be careful, you cannot choose any items you have to discard, so you specify the number to drop.



[Spell Command]

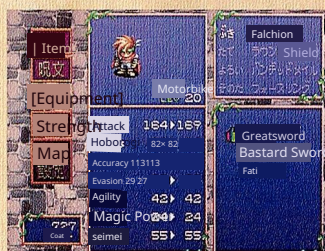
When you select a character who can use spells, a list of spells that the character currently knows will be displayed. While moving, only two spells can be used: Recovery (HP restoration) and Teleportation (instant movement). Spell names shown in darkened text are combat offensive or defensive spells that cannot be used while moving.



P is displayed. The effect, target, and MP cost of that spell. When you place the cursor on a spell, it can be checked. Only the spells you currently know. There are two types of spells usable while moving.

[Equipment Command]

Select the character whose equipment you want to change, then choose the type of equipment (weapon, shield, armor, other). Only items that the character can equip will be shown, so selecting weapons and armor is very clear and easy. It also displays the numerical changes in attack power, defense, and so on when equipment is changed.



Be careful. You cannot change equipment inside, so forgetful people should equip them immediately. In battle, when you find one, do so on the spot. Buy new weapons or armor.

[Strength Command]

View a character's status in detail.

No matter which character you choose, you can view other party members' pages using the L or R button. When a character levels up, their attributes increase, so it's good to check them from time to time.



Monsters have the same kinds of attribute values as player characters. Each monster also has party-related

It is defined.

use your allies' strengths and weaknesses. Check the meaning of each attribute value

Section: Understand and learn, and

Knowledge

HP: current/max durability. In battle, reaching 0 causes fainting (incapacitation)

MP: current/max mental power. The energy required to cast spells.

LEV..... • Current level.

NEXT... Experience points required to reach the next level.

Attack... The attack power of weapon attacks. A numerical value obtained by applying weapon-based modifiers to the character's base attack power.

Defense..... The defensive power against weapon attacks. The value obtained by adding armor modifications to the character's base

defense.

Accuracy... The hit rate of weapon attacks. The higher this value, the more likely attacks are to hit.

Evasion..... The avoidance rate against weapon attacks. The higher this value, the easier it is to dodge attacks.

Agility..... Reaction speed in battle. The higher this value, the faster you can act, making it more likely your turn in the command order will come up.

Magic power..... The strength of magical energy. The higher this value, the greater the effectiveness when casting spells (such as increased damage

from offensive spells and larger healing amounts from restorative spells), and the less damage received from enemies' offensive spells.

Life... Vitality strength. The higher this value, the greater the resistance to status-altering spells and special attacks.

Names of the kit, armor, and other equipped weapons and armor.

(Map/Setting Command)

On the displayed map you can confirm the party's current position and also load data or change the cursor position and sound

You can try both actually "fixing" the cursor position and "placing" and choose the method that suits you to play comfortably.



▼ The red circle on the map indicates the party and the others
Note: The cursor position and sound
show the place where the party is currently
Settings are adjusted by selecting each item
Press the AC button to switch

Cursor position... On sub-screens and battle screens, you can choose whether to reset the cursor to its previous default position (fixed) or to remember it (memory).

File Load... Just like "Continue" at game start, you can call up saved data and continue from there.

Sound... Toggle BGM output between stereo and mono.

Battle with monsters

Battle screen

Combat with monsters does not distinguish between enemy and ally turns; basically, characters act in order of speed. Commands are represented by icon types shown in pictures.



◀ At the top of the battle screen, the names and numbers of encountered monsters are displayed. The status of allied characters is shown in the character windows at the bottom of the screen.

Character window



HP bar

HP

MP

HP bar Displays the current HP value as a bar gauge.
HP

..... Current HP value.

MP Current MP value.

Battle screen icon



Attack

The equipped weapon, or attack monsters with bare hands. A basic means of attack.



Spell

Use a spell that the character has learned. This icon does not appear for Elder and Amon.



Items

From the items you have
Select and use an item that
can be used during battle.



Defense

Next comes the turn order
Devote yourself to defense and reduce the
damage from enemies' weapon attacks.



Escape

When the next ally's turn comes
You can escape to (original). Cannot
flee from important battles.



Dragon Breath

Elder-only icon. Uses a breath
that attacks all enemies or
restores HP for all allies.



Eagle Dance

Amon-only icon. Attacks all
enemies with half the power of a
normal weapon attack.



Experience points and money (Goat) that can be obtained when defeating an enemy

The experience points and money earned when winning a battle are determined properly for each group of monsters, not for each individual monster (if a monster appears alone, it is considered a "group of one").

Therefore, even if some monsters escape during battle, the experience points and money you can obtain will not decrease. There is absolutely no need to be upset just because a monster got away. Win the battle and...

If so, you receive the full experience points and money for that monster group.

Conversely, if monsters call for reinforcements and the number of enemies increases, the amount of experience and money you receive does not change. In such cases you slightly lose out in the fight, but that cannot be helped.

It is possible for enemies to steal money during battle, but if you defeat that enemy before it flees, you can recover the stolen money.

It is not that each member "has" it individually; rather, it is the group's possessions.

For example, a group of two kobolds carries "Special Mint," but a single kobold group carries nothing.

Critical hits are quite powerful. Also, some weapons make critical hits more likely, and "Karnab Blade," which Pike learns late in the game, is a powerful spell that causes all her weapon attacks during combat to become critical hits.

Of course, enemy attacks can also become critical hits. Be careful, as there are monsters that repeatedly land critical hits abnormally often.

If you level up steadily, you probably won't get a game over, but to avoid wasting the experience points and money you've worked hard to earn, be sure to save frequently just in case.

Items Dropped by Monsters

When you win a battle, you may obtain items as spoils; which items are dropped—or whether anything is carried at all—is properly determined for each monster group. It is not necessarily the case that "this monster always has this item".

Critical Hit

When you attack an enemy with a weapon and the screen flashes for a moment, that's a critical hit!! You can only rely on chance, but if a critical hit lands, you deal greater damage to the enemy than usual.

Among the party characters, Leos is particularly likely to land critical hits, compensating for the handicap of being unable to use weapons. Elder already has high attack power, so that crit

Game Over

If the entire party is knocked out (HP = 0) or suffers a status condition that cannot be naturally recovered from (paralysis, charm, petrification), and there are no characters able to act, it is immediately game over. You must reload from your last save.

Character status abnormalities

■ Status marks

If an enemy's special attack causes a bodily status abnormality, a status mark will appear in the character window. The success rate of enemy special attacks is related to each character's hit points, and all status abnormalities automatically recover after the battle ends.



Even so, characters with status abnormalities do not neglect it; frequently, being careless with thoughts like "I'll be fine" can lead to unexpected crises. If left unchanged during battle,

"Status Mark"	Symptom	Recovery Method
Poison	When poisoned, each time your turn comes your HP decreases a little as you take poison. If the battle looks like it will be prolonged, Do not leave it untreated; cure it promptly.	Soothing Herb Refresh
Paralysis	The body went numb and became immobile, incapacitated in battle. Which one of the companions... Even if paralyzed, it would hinder cooperative play, so this too Early treatment is the key.	Banshee's Tear Refresh
Petrification	Turned into stone and unable to move, incapacitated. Almost the same as paralysis じだが、petrified characters do not take damage from enemy attacks. Curse Physical attacks will also become ineffective.	Cockatrice Fang Refresh
Charm	Attacked allies, seduced by the sexual allure of a female monster Ends up that way. It's a special attack that targets only male characters, but the Does not work on Rudder.	Banshee's Tear Refresh
Sleep	Put to sleep and incapacitated until awakening; unable to fight during that time. Use the Sleep: Banshee's Tears, or wake up naturally All we can do is wait; it's a surprisingly troublesome status ailment.	Banshee's Tears
Faint	Strictly speaking, it is not a status ailment, but when HP reaches 0... Fainted: A character who has been knocked out is, of course, incapacitated. A single hit can cause fainting. Be careful, as there are also monsters that use special attacks that can cause paralysis.	Dressing Herb Resurrection

■ Try to end the battle with as many allies uninjured as possible!!

Unconscious or petrified allies do not receive experience at the end of battle, which causes them to level up more slowly. If possible, finish battles without any incapacitated characters.

Especially in boss fights where a large amount of experience is

gained, if one of your allies is left incapacitated when you win, the difference is very large.

It is safest to heal HP and status ailments as early and as often as possible when you can. In a boss fight, if you think, "This character's turn came up, but I'll heal with the next character..." something terrible might happen.

Status changes during battle

Use spells and items to boost a character's abilities!!

By using spells and items during battle, you can temporarily raise a character's stats.

Currently, which status attributes are increased is shown in the character window by an upward arrow (blue).



◀ Raise your allies' stats to gain the upper hand in battle. Because the battle system has allies and enemies act in order from the fastest to the slowest, speed-up effects are espe



Temporarily increased attack power



Temporarily increased defense



Temporarily increased accuracy



Temporarily increased evasion



Temporarily increased speed



Temporarily increased resistance to enemies' special attacks

Status down

Allies' attributes can sometimes be lowered by enemies' spells. A downward arrow (orange) marks an attribute decrease.



Duration of Status Changes

During battle, status changes wear off naturally as time passes. The duration length is random, so it can be unreliable, but you should still prepare as much as possible for boss fights. Also, status changes from equipped weapons remain in effect continuously while equipped.



◀ When you cast a buff spell, allies who already have that spell active will display a "No thanks" mark. This lets you know whether the status change is still in effect.

You can also tell.



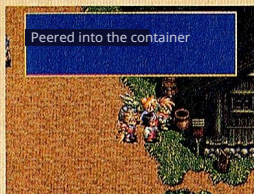
Towns and villages are bases for adventure

■ Gather information by talking to people

Gathering information in towns and villages is a basic part of adventuring. Talk to every resident you can. Also, in addition to treasure chests, items and money may be hidden in pots or on bookshelves, so search everywhere.



▼ Gathering information is essential after all. A lot of it is just small talk, but



▼ There might be items inside.



Always save whenever possible. ▼ When entering and leaving a town

Shops and others found in towns and villages

Shopping at the weapons shop and the item shop is one of the important things to do in towns and villages. Besides replenishing healing items, acquiring more powerful weapons and armor is especially important. When you obtain new weapons or armor, equip them immediately.



Weapons shop



Item shop

If you want multiple copies of the same item, buying in bulk is convenient. When selling unwanted items, the purchase price will be about 50–60% of the list price.

When you hover the cursor over an item in the weapons shop, a mark will be displayed showing which characters can equip that weapon/armor and how the attack/defense values will change, allowing you to easily evaluate items.

△ ... Attack or defense will increase compared to the currently equipped item

▽ ... Attack or defense will decrease compared to the currently equipped item

E ... The weapon or armor is currently equipped



▲ You can tell at a glance whether you should buy that weapon or armor.



Inn

When staying at the inn, the party

All members' HP and MP are restored to maximum

Recovers up to that amount. Lodging fees are a flat rate determined by the number of party members, the same in any town or village.

Inn lodging fees

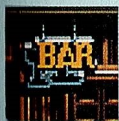
Single occupancy: 10 Goats

Double occupancy: 16 Goats

Triple occupancy: 18 Goats

Quadruple occupancy: 20 Goats

Quintuple occupancy: 24 Goats



Tavern

Customers who have come to drink and
ら、various conversations you can hear.

There are also just plain drunks among the patrons, but you should at least drop by.

It's worth stopping by.

Church

For adventurers it is not a particularly important
facility, but at the church in the town of Solace you
will meet the companion character Leos.



Great Encyclopedia of Shop Owners and Staff

The shop owners and staff even have their
own onomatopoeia added in, making their
performances oddly detailed. If you pause your
shopping for a moment and carefully observe
their movements, it's interesting.

Cheerful Girl

◀ Suddenly swinging left and
right as if delighted, what a joy.
This child has excellent customer
service manners and performs a proper bow.



Muscle Old Man

◀ Striking poses with his proud
physique!! The weapons and
armor in this old man's shop
somehow feel reliably trustworthy.



Sharpening blades, sharpening

◀ If it's a dangerous shop clerk,
this one is number one!!
!! Sharpening weapons, carefully
He spares no effort in upkeep.



V-sign Girl

◀ Somewhere I've seen before, a side story.
The world's strongest(?) incomprehensible
She swings her arms around in circles,
and suddenly flashes a V sign with scissors

Slap-Slap Old Man

▶ Usually reads a book at the
counter and seems a bit
cranky. From time to time he
slaps his own head!



Tea-drinking Old Geezer

◀ When you're choosing items,
there's some strange sound
mixed into the background music.
.. The sound of sipping tea is so realistic!!



A mother raising a child

◀ She minds the shop while
caring for her child. When the
baby starts crying "O-gyā, o-gyā,"
she soothes and pats it, which is heartwarming to see.

Will you buy it, monkey?

▶ For some reason, there are
monkeys in this shop. When a
monkey capers and does a
somersault, it's pleasing to see the shop assistant's flag away.



KITE, the dozing girl

◀ Maybe bored from minding the
shop, she dozes off quickly. When
she wakes up she stretches with a
"Uun," and the "bo-yo-yon!!" at that moment is amazing.

Just a little advice!



Always keep state-recovery items on hand

The Refresh spell is an excellent skill that restores status ailments other than sleep for only 3 MP, but only Pike, Eka, and Reos can use this spell. To ensure party members can be healed even when Refresh isn't available, carry a few extra items that cure status conditions.

"Defeat dangerous enemies with top priority!!"

Monsters that possess particularly dangerous special attacks (charm, paralysis, petrification, stunning, forcing one ally to leave the battlefield, etc.) should be focused and defeated early, even if it means putting other enemies on the back burner. If a special attack causes one of your allies to become unable to fight, your party's balance can collapse and you may face unexpected struggles.

Damage from offensive spells

A character's resistance to enemy offensive spells is determined by their magic stat. Male characters, especially Elders, tend to be more vulnerable to offensive spells compared with female characters with high magic, so be careful.

When we cast offensive spells, the damage also varies depending on the enemy's magic. Against bosses with high magic, weak offensive spells may deal no damage at all. In boss fights, you should confidently cast the strongest spell you have memorized.

Elder's Dragon Breath

Although a breath that hits all enemies may seem convenient, the damage per target is far inferior to the Elder's own weapon attacks. Poison breath that can stun enemies also deals no damage if it fails to take effect. Basically, Elders should concentrate on weapon attacks to make use of their high attack power. However, like offensive spells, breath attacks are effective when you want to reliably damage weak enemies that frequently evade attacks or against fodder that weapon attacks have difficulty hitting (a single breath can wipe out fairly weak mobs, though Amon would likely have cleared them with Eagle Dance beforehand...).

The Heal Breath that restores all allies' HP is quite powerful at first, but as levels rise, the proportion of max HP it restores decreases. Especially from Part Two onward, it's risky to rely on Heal Breath in critical moments.

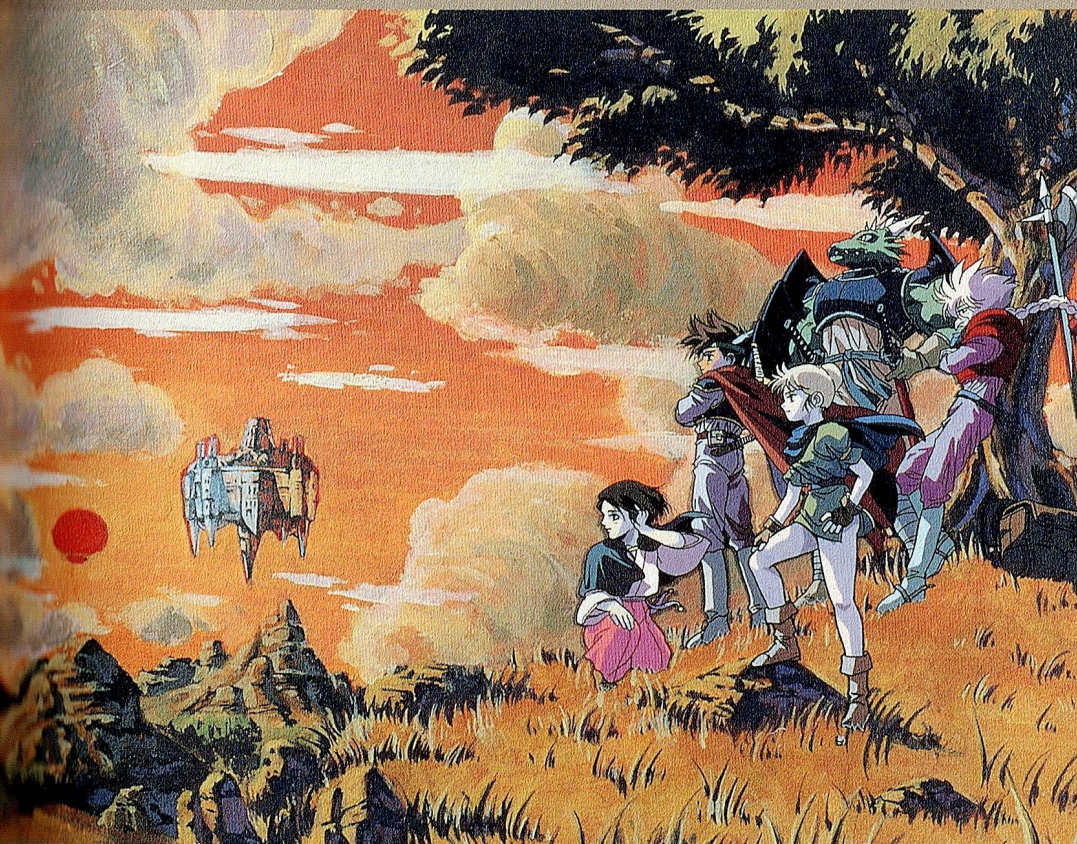
Amon's Eagle Dance

When walking through areas where enemies are weak, Amon's special ability that always lets him act first among allies and enemies, combined with the Eagle Dance that attacks all enemies, can quickly sweep them away and make things easy. However, Eagle Dance halves the attack power against each individual enemy, so in newly visited regions or dungeons it can still be insufficient. To use Eagle Dance effectively, coordinated play with other party members' area-of-effect attack spells is important. Also, remember that Eagle Dance is technically a weapon attack, so there is a chance the enemy can evade it.

Essential Healing Items for the Final Stages

As the story reaches its final stages, in-battle HP recovery by common mints like Regular Mint (restores 40-50) or High-Quality Mint (about 200) won't be enough. You should still buy many for recovery while traveling, but especially for boss fights, conserve and stock the Rare Mint you obtain (full recovery) as much as possible. This game does not have a normally usable full-heal spell. Minky Drink (restores half of one ally's MP) and Miracle Mango (fully restores one ally's HP and MP) are also items you want to carry as many of as possible. They are precious items, so avoid wasteful use, but don't hesitate to use them when in danger. These, too, are meant for boss fights.

Conversely, an unreliable item in the late game is the Reviving Herb (revives from fainting). It revives to 1 HP, but that makes you highly likely to be knocked out again immediately. Don't skimp on MP; revive with the Resurrection spell instead.



Strategy Section

The Legend of the New Hero

• Map & Strategy Guide •

Undying Emperor Arc

Ten years after the Karmilate assault by the goblin tribes... ☹

On the fateful day, destiny came for Pike, a human boy living peacefully in the Harpy Forest.

1 The Day of Departure

Harpy Forest

Wake up, Pike, it's already noon!!

Pike awakens to Fatie's voice saying, "Master, please wake up soon. It's already noon!"

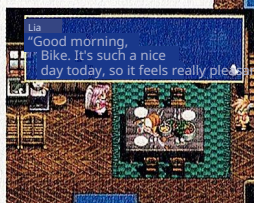
However, what kind of life allows a young fellow to sleep until midday? Well, that must simply reflect how leisurely the daily rhythm in the Harpy Forest is.

Downstairs, Laya is in the middle of preparing Pike's breakfast that also serves as his lunch. Forte, his older brother, said they'd eat when he returns, so Pike will kill time with a morning walk until then.



◀ When he tries to go straight down to the lower room, Fati gets angry. Pike and Fati are always together.

▶ If he doesn't equip Fatie, she'll get angry at him again.

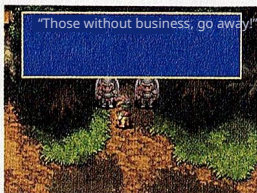


◀ Forte left early in the morning and still hasn't returned. Lunch is on hold until Forte comes back.

The human Pike has now become a full member of the Harpy Forest.

It has been ten years since Ria found Pike and he came to the Harpy Forest. According to the elders, the harpies previously did not like humans very much, but Pike's arrival changed their perception of humans.

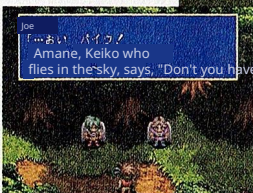
In fact, after talking with the harpies, it becomes clear that Pike is now fully accepted as a member of the forest. After listening to the harpies' stories one by one, Forte should be returning home soon.



▲ Stopped by the guarding soldiers, I still can't go to the cliff at the edge of the village or outside the forest. For now, I'll greet everyone in the forest good morning.

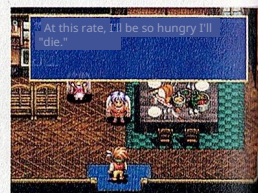
▶ Pike is being forcefully coaxed into jogging by "jogging Uncle." He is a health-obsessed middle-aged

How about joining me. Let's go jogging together!



◀ Joe and Reg tease Pike for being unable to fly. "Of course he can't fly—he doesn't have wings!"

▼ Forte had somehow already returned home and was snacking on the side dishes!! Perhaps because he snacked, Forte says he is thirsty.



Harpy Forest



The cliff on the outskirts of the village



To the field

Obtainable Equipment

Fati

Protector Ring

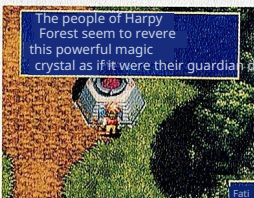
Cotton Armor※

Small Shield※

(※Received from the elder)

To the village outskirts' well

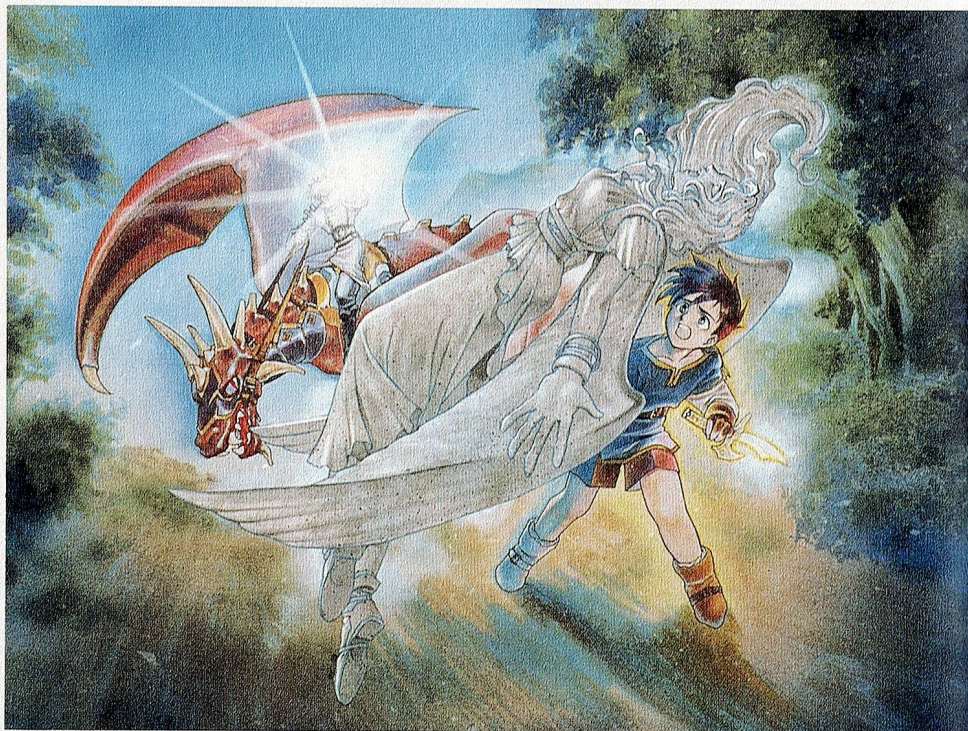
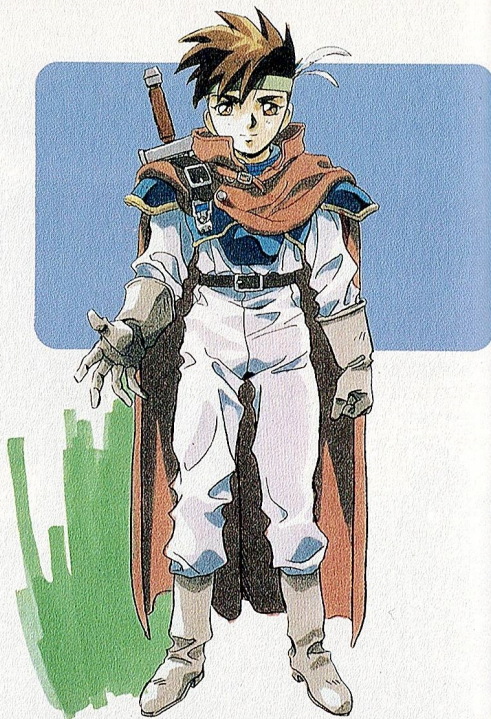
If you have business drawing water, the guard will let you pass the path to the well. While drawing water, Pike and the others begin discussing a birthday present for Ria, but Pike's suggestions are completely unreliable. In any case, this is how a peaceful day in the Harpy Forest was about to begin...



◀ On the cliff at the edge of the village, a magic crystal is enshrined as a guardian deity. It's unobtrusive and easy to miss, but actually it's a polygon?



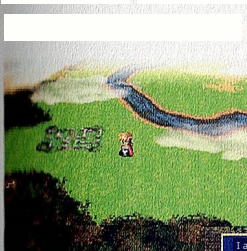
▶ Although it takes the form of a dagger, Fuati is truly a girl. She understands women's feelings, understands them.



2 The Mysterious Old Man and the Greedy Merchant: Karmirete ~ The Bridge ~ The Cave Beyond the Mountain

Pike's hometown, the village of Karmirete

An incident at the well on the outskirts of the village became the trigger for Pike's journey of adventure. To break Ria's petrification, the power of a human priest is needed. Leaving the Harpy Forest and heading for a human town, Pike stopped by a ruined village along the way. This village is Pike's birthplace, Karmirete.

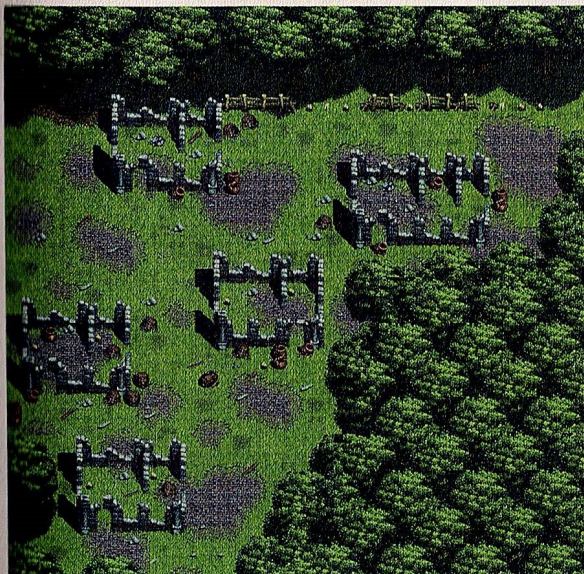
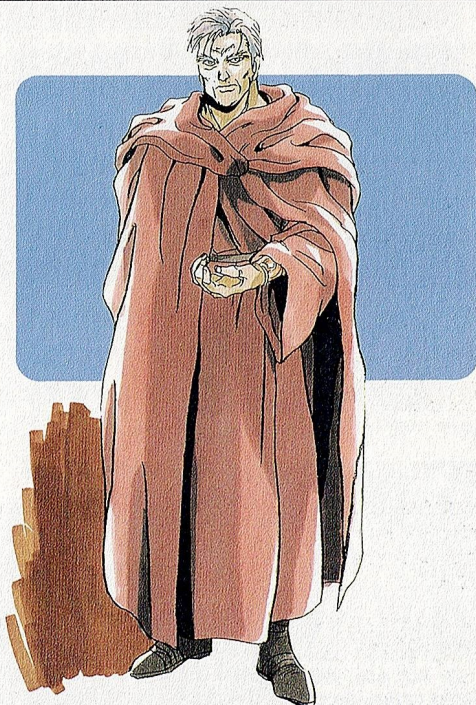


◀ If you head north from Harpy Forest and proceed, you will see the abandoned village of Karmirate. The monsters that appear in this area immediately after the game starts are only the weakest kobolds.

▶ In the village of Karmirete, Pike meets a mage who calls himself Estan. Estan seems to be continuing his search for something.

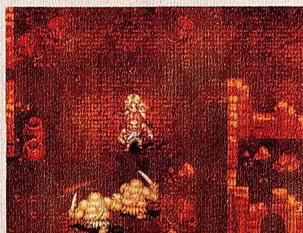


I am looking for something, so I will take my leave now.



The abandoned village of Karmirate

This village consists only of burnt-down dwellings and, apart from the encounter with Estan, has nothing particularly important. You cannot recover HP or save here, so use your on-hand recovery items carefully.



▲ During the attack ten years ago, Pike's parents lost their lives here.

Meeting the traveling merchant Lu

Pike, leaving Kalmirate and heading further north, ends up having to help a demi-human girl named Lu who is being attacked by kobolds on a bridge... Before he can mentally prepare, he is forced into battle, but the enemies are only two kobolds, so it's an easy win.

After the battle ends, Rue opens a shop and sells items, but the prices are a bit... If you really want recovery items, there's no helping it, but don't waste too much money. Saying that her dream is to make everyone in the world happy is a noble thing to say, though.



► Rue answers Pike's question and tells him to go to the city of Gigaar. If he goes to Gigaar, might he be able to obtain some information about human priests?

◀ Calling herself a peddler of love and justice and saying it about herself comes off kind of shady...



◀ Heading north, you come to a bridge spanning the river. When you try to cross the bridge...

► Rue asks Pike for help. Before he can even answer, Pike is pushed in front of the kobold.



Rue's Shop (Item Shop)	
Tokuyu Mint	40
Kōkyū Mint	100
Soothing Herb	30
Pink Rouge	80

Captured(?) Fairy

Rue told me that if I go north from the bridge I'll find Gigaar Town, but the road north is blocked by a huge rock and impassable. With no choice, I wandered around this area and came to the riverside.



► However, if you loiter too close to the large rocks, it will cause powerful monsters on the Gigaar side to appear. Be careful because it will happen!!

◀ A polygonal rock blocking the northern path. If you walk around nearby, the rock's angles will shift and twist.



Discovered two bottles that washed ashore!!

The contents of the bottle are a plea for help written by a fairy who is being held captive in the goblin cave ahead.



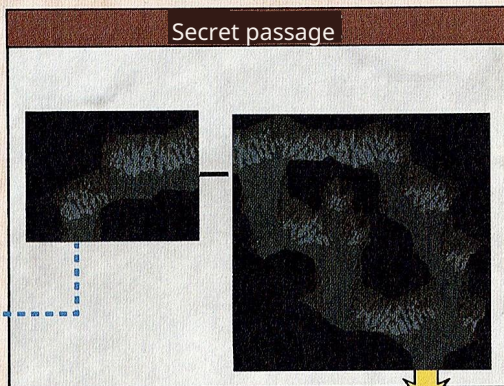
► In the depths of the cave, it seems a captured fairy is waiting to be rescued!! The cheerful tone of the letter is a bit puzzling.

◀ To get to Gigaar, you must look for a different route. West of the great rock, there is the entrance to a mountain-crossing cave.



Cave over the mountain

On the fields up to this point, monsters appeared only one at a time, but from this cave two or more will begin to appear simultaneously. The enemies are weak, but beware of critical hits.



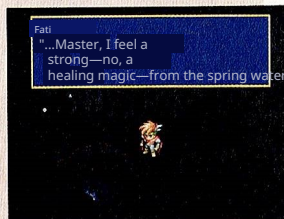
Toward Gigaar
Exit



Entrance



▲Are the skeletal remains and the still-new corpse lying in the cave the end of an adventurer? Is it the end of a hero?



▲Above all, it's a relief that there is a healing spring. If you drink the spring water, your HP and MP will be fully restored.

3 The Lovestruck Songstress

Gigaar ~ Eka's House ~ Chestoria

Gather information in the town of Gigaar

If you pass through the mountain tunnel, the town of Gigaar will be right before your eyes. You cannot simply continue west without stopping at Gigaar—Fatty will stop you—so you must enter the town. In any case, go into town and listen to what people have to say. However, regarding priests who can save Ria, this...

It seems there is no information such as that.



◀ Once you enter the city, Fatty stops you again and won't let you leave. ...people have to say...

▶ In the city of Gigaar, magical crystals are also enshrined.

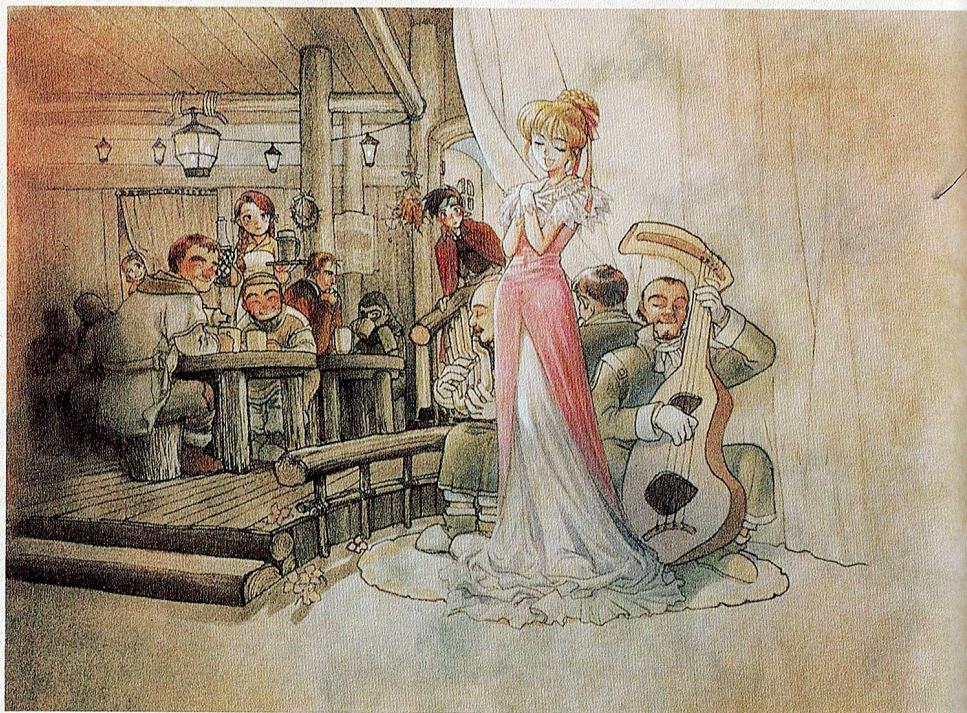


◀ There is a small house near the town, but even if you visit it, there seems to be no one home right now, and you cannot enter

▶ Ignoring the city of Gigaar and trying to go west won't work. I received another scolding from Fatty.



▶ A man who will tell you information for 3 Golt. Worth listening to until it happens!! It's so trivial that I've run out of material.

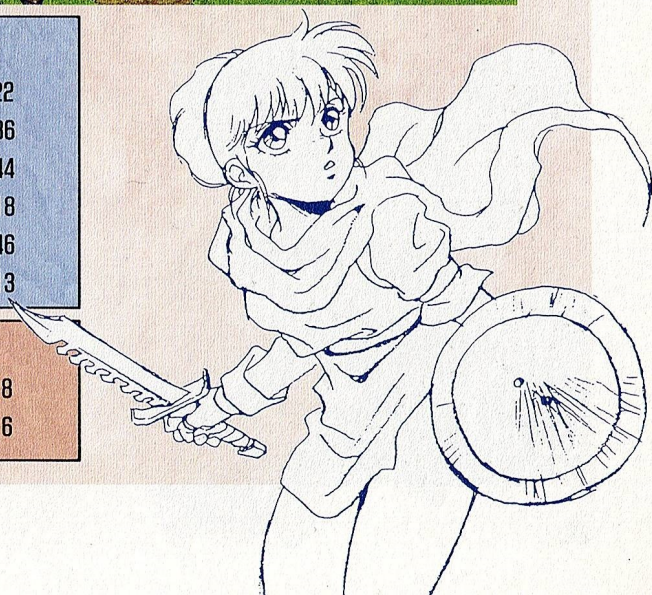


Gigaal City



Weapons shop	
Short Sword	22
Long Sword	36
Darts	44
Cotton Armor	18
Singer's Dress	46
Large Shield	13

Item shop	
Tokuyu Mint	8
Herb of Tranquility	6



Extremely Popular!! The Tavern Idol

According to Fati, gathering information at taverns is the standard approach. The inside of the tavern is packed to capacity with customers waiting for the songstress's turn.

Although I can't drink alcohol, I kept going to the tavern because I wanted to see the songstress.

There were even some people who were doing that. Eventually, the show It began; being gazed at intently by the songstress, dazed- It became Pike that way.



In a bad mood. Saying it's a waste of time, and a little Why are you in a place like this? Did you do it? When the show ends. What spoiled Fati's mood.

The town's atmosphere is strange? When stepping outside the shop, something is You can't get any information. It can't be helped. A decisive meeting.



The tavern is thriving thanks to the songstress's popularity. Most of the customers are there for the song they have come here. To this shop to hear the princess's song.



I didn't struggle in vain!! Lu's secret weapon with a deadly move!!

● Spiral Punching Glove

A gigantic glove is launched by spring power, delivering a powerful punch attack!! Lu apparently installed this machine without permission on the second floor of a private house. After the event, there is a theory that Lu hurriedly left because he feared having to compensate the household.



Such a huge thing, what is the item an interdimensional port? How did Lu carry that load around?

Could it just be a tool... Bernard might, perhaps, be a huge liar. Anyone who falls for this is caught when asking this fishing hook, but in reality



● Terrifying, the talisman hurricane!!

Using a large number of anti-magic talismans to prevent the enemy from using magic—Lu's secret technique!! Even though the animation effects and the shout "Talisman Hurricane!!" are perfectly included, this is, astonishingly, just a bluff...

A hearty stew at Eka's house

As the songstress approached corner the now-unable-to-fight Bernard, at that very moment a mysterious woman rode in— A wyvern dove down and almost crushed Bernard as it tried to rescue him, Pike barely rescued the songstress from being crushed by the wyvern.

Pike, who became the songstress's savior, was given an invitation to her home and treated to stew.

"Sit at the table and wait," she said, so he did—but the stew took a long time to finish...



She was there, and it was hard to notice Sully's presence. Eka had already... The songstress's name is Eka. Do.

▲ Eka is cooking in the kitchen
...I'm hungry. It won't come out. Ugh... Even if I wait, the stew will start, but I'm spacing out

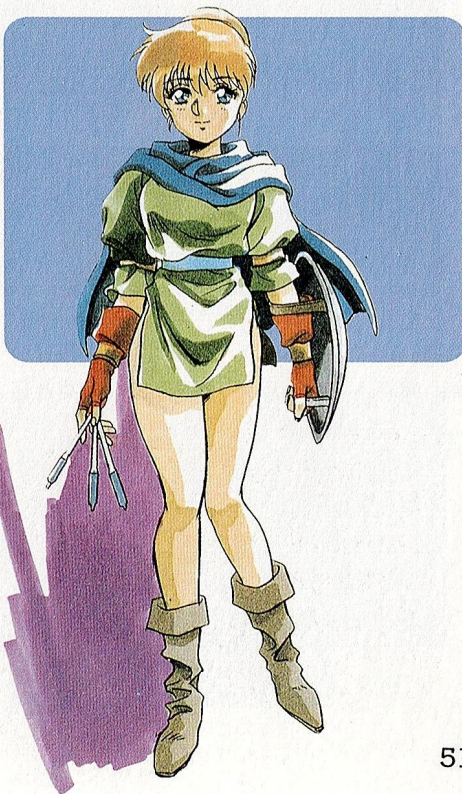
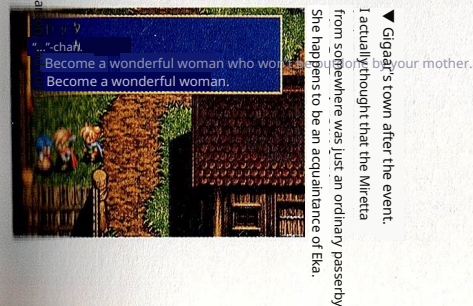
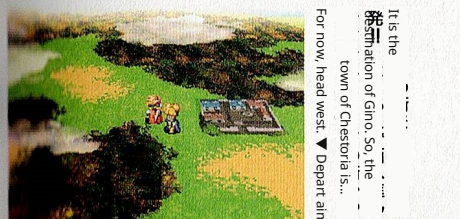


Via Chestoria to the town of Solace where the clerics are!!

When I told Eka the circumstances of the bike setting out on its journey, she said that Chorage, the high priest in the city of Solas, might be able to cure Ria's petrification.

Because Eka's deceased parents were priests in the town of Solas, she also learned about Chorus from her parents, right?

I had heard about it. The city of Solas lies to the southwest of the city of Chestoria, which is to the west. Eka agreed to accompany me, and the two-person journey began.





Chestoria Town

Chestoria Town is still only a mere relay point to Solas Town for now. That said, it's good to have an inn, and the weapons shop sells new equipment.

To Chestoria Castle



Planned Site for Circus Tent

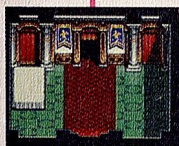
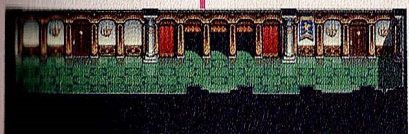
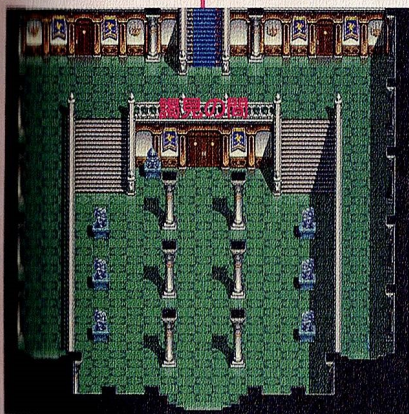
Weapons shop	
Scimitar	46
Darts	44
Leather Armor	48
Singer's Dress	46
Large Shield	13

Item shop	
Tokuyu Mint	8
Herb of Tranquility	6
Gag	16

Obtainable Equipment (Town/Castle)	
Bola	
Force Ring	
Amulet	
Dress Clothes	
Everyday Clothes	
Gale Boots	
Star Brooch	

Chestoria Castle

Princess's Bedroom



Dungeon

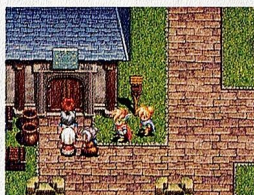


To Chestoria Town

For now, sightseeing in Chestoria

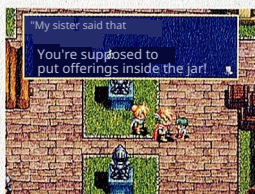
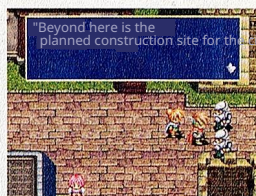
At the moment, there are no particularly important events in the town of Chestoria. Let's spend some time walking around the town and castle. And at least listen. Anyhow, I'll go around and take a look, and at least

listen to what people are saying.



◀ Fortune-teller Emma, whose predictions always hit the mark!! Her accuracy is outstanding, and she's so popular that a line forms in front of her shop.

▶ There is even a planned site for building a circus tent, but entry is still prohibited for now. I wonder when the circus will start?



◀ In this town, a strange charm is popular, and they say that if an item placed inside the jar disappears, a wish will come true... It feels wrong to search the jar, but sorry!!

This person is Princess Elara.

In the current human world unified under the name of the Goat Kingdom, Chestoria is a special town. It is a town that functions like a nation, ruled by Princess Elara, who carries royal blood other than that of the Goat. Her kind heart, which prioritizes the happiness of the townspeople, enjoys overwhelming support.



▶ In practice, she performs a role similar to that of a mayor. There is a great deal of respect and trust toward Princess Elara from the people, even more than that.



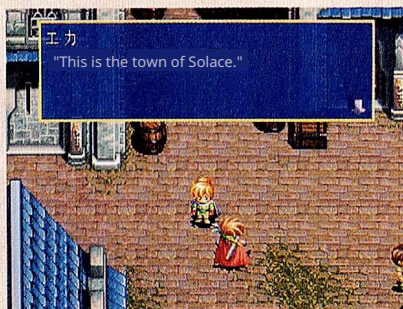
The town of Solace

To the Church of Solas



Weapons shop	
Cutteras	54
Wolf Claw	50
Hard Leather	62
Large Shield	13
Turtle Shell	40

Item shop	
Tokuyu Mint	8
Cockatrice Fang	10
Herb of Tranquility	6
Banshee's Tear	12
Gag	16
Aleph's Talisman	70



▼ Eka heard about Solas from her father
This was the first time I had come, though I had been invited before



By the way, Count Frontia is synonymous with
terror. ▼ The memory of that once infamous incident... Now

4 The Black-Haired Priest

Solas ~ The Ancient Castle of Frondia

Leos, the daughter of the priest chorus

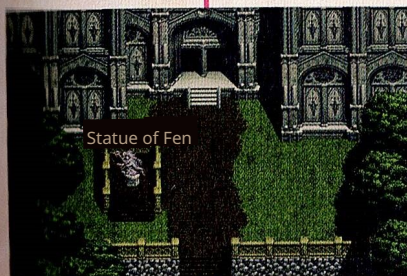
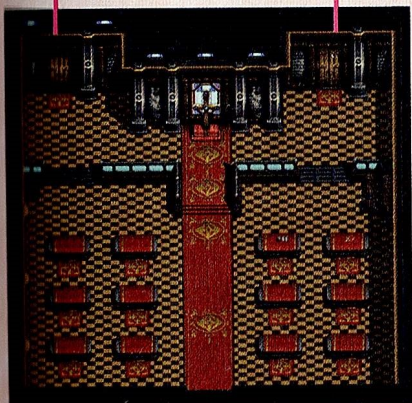
When Pike and his companions arrived in Solace, they visited the church to meet Priest Corus, but from the apprentice priest's account they learned that Corus was already deceased. However, it seems Corus has a daughter who possesses magical power comparable to his.



One Their personalities are opposite, but their breaths are in sync. The other person is Mia. The two of them are a perfectly matched, exquisite duo.

Solas Church

Guest Bedroom
A room where people turned to stone are being housed



To the town of Solas

Is there a way to cure petrification...?

When Reos returned from going out, Pike and the others explained the situation, but Reos said he had no ability to undo Rya's petrification. The only hope was to enlist the power of the Hero Guy, who was said to be in the town of Goat. Pike and the others decided to stay at the church tonight to prepare for departure tomorrow.



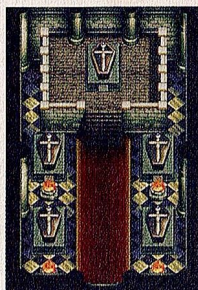
◀ The petrification magic is too strong for Leos to fix. Incredibly, even the dog has been turned to stone.

Oni voice
"Listen to me, Leos! At last, someone in the town who can undo it has been found!"



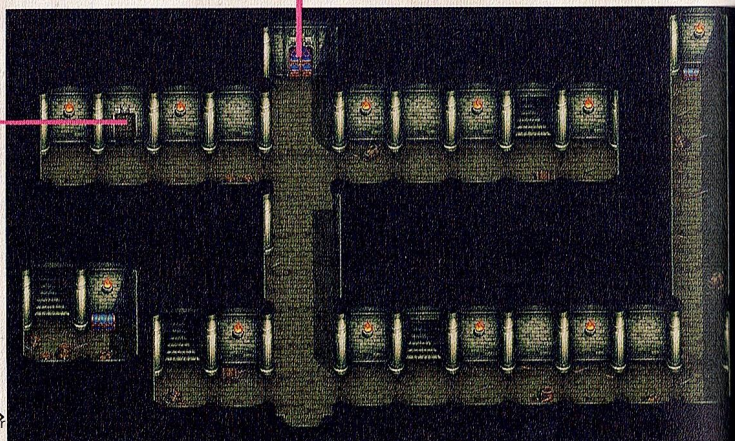
▶ If we search for a way to break the petrification, we might be able to do something about it. Hero Gail's powerful magic brought good news with him!

Frondia Old Castle

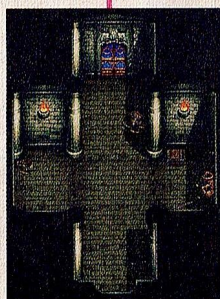


◀ Frondia
The sealed room

On the night Pike and the others were allowed to stay at the church, something unusual happened in the town of Solas... After the nighttime town event, Leos joins the party, and the party is automatically moved to the Frondia Old Castle.



You can enter the Frondia old castle only during this event. Make sure not to forget to take the contents of jars and treasure chests.

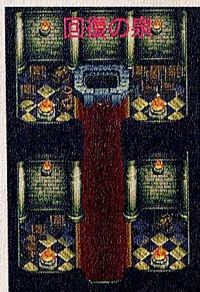
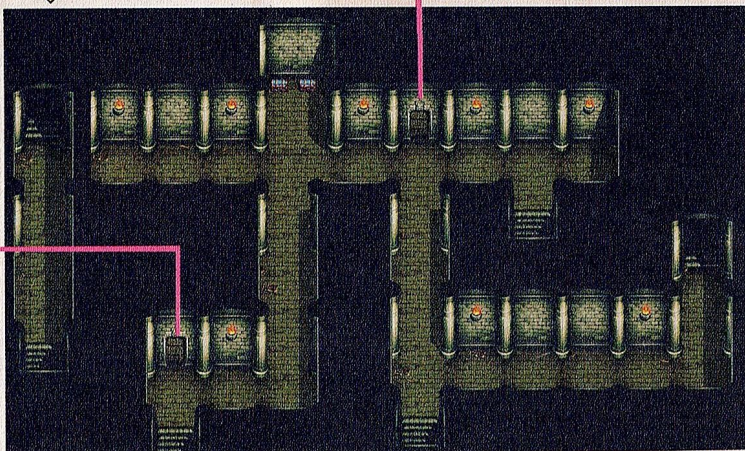
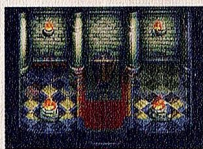


Entrance



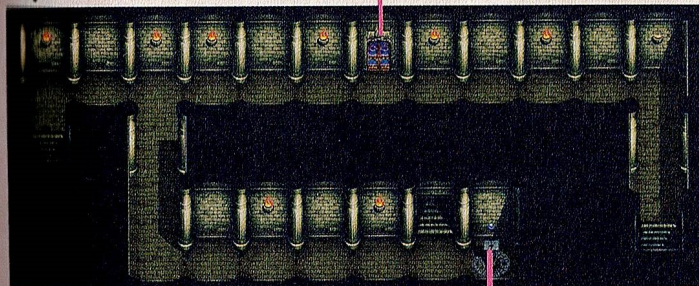


2nd floor



The Frondia Chamber

4th floor



The Sage's Crystal

Confront Count Frondia on the castle's top floor!!

The resurrected Count Frondia's first and foremost thought was vengeance against the priest Chorus. However, upon learning that Chorus was no longer in this world, his desire for revenge turned toward his daughter, Leos.

Right now, at the very place where Chorus and Count Frondia once fought, the deadly battle from over a decade ago is about to be reenacted. Defeat Count Frondia and put an end to this fated conflict!!



◀ To restore the people transformed into lesser vampires to their right minds, there is no way other than to defeat the Count. Aim for the top!

▶ Why was Frondia's seal broken? The secret of his resurrection is spoken from the Count's own mouth.



A flurry of cool lines exchanged: Leos VS Frondia!!

The lines exchanged between Leos and Count Frondia before the battle begins are among the top five coolest in this game!! Leos's "I could see the tears in their hearts" is the best. Frondia's "It's the same as with Chorus. My question, and your answer..." is also very suave.



▶ I give it a lift!
Making a unilateral decision to put gold in this scene. There are various things, but in this book there are other electrifying...



5 The Dragonfolk Howl to the Heavens

Solace ~ Dragonfolk Shrine

The town of Solace has been saved!!

Having returned to Solace from the old castle of Frondia,

Leos and the others are greeted by Mia and Emily.

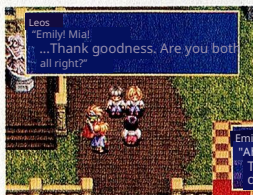
And on the church altar was the unharmed figure of Kinis.

It seems that Mia and Emily, who are training as clerics,

managed to somehow resolve the previous night's lesser vampire

uproar thanks to the medicine that the traveling merchant Lu

had sold them.'



► Emily boasts about their own achievements. In truth, she had put the townspeople to sleep with Lu's m...

◀ Leos had resigned himself to the thought that Kinis, who remained in the town, would no longer be alive...but.....



To the town of Goat where the hero Guy is!!

Kinis had planned to accompany them to the town of Goat, but he is not feeling well after nearly being turned into a lesser vampire.

Kinis stays behind in Solace as Mia and Emily's tutor, and only Leos, together with Pike and the others, sets out for the town of Goat.

Collapsed Dragonfolk

Pike and the others, who were about to depart for Goat, discover a dragonfolk named Garad collapsed at the town gate. He had come to see the priest Reos to ask for help saving the dragonfolk infected by the epidemic. Unaware that Reos was standing right in front of him, Garad breathes his last....!!



◀ Hearing that Kiniss will remain in the town, Emily is disappointed. Kiniss is enthusiastically determined to rigorously train Mia and the others!!

► Rejoining as companions, Reos and the others—now three—headed to Goat's town. They were going to meet the hero Guy and rescue Ria and the people of Sol...



► Speaking of which, there was also someone in Solace who was talking about a disease affecting the dragonfolk. In any case, we have to go to the dragonfolk shrine

◀ The dragonfolk, famed for their robust vitality and being largely free of illness, contracting an epidemic is incomprehensible.



Peace returned to Solas, but a lonely girl remained

Count Frondia fell, and all the people who had been turned into Lesser Vampires were returned to their original selves, and they all lived happily ever after.

However, there is only one person who was shocked by the events of that night... Kasha, who cannot recover, is very pitiful...



That's a little too sad, I can't leave before the meeting. Even so, the Church stopped speaking altogether. After the event, the lines, which were already short, remained unchanged.

Aim for the Dragonfolk Shrine!!

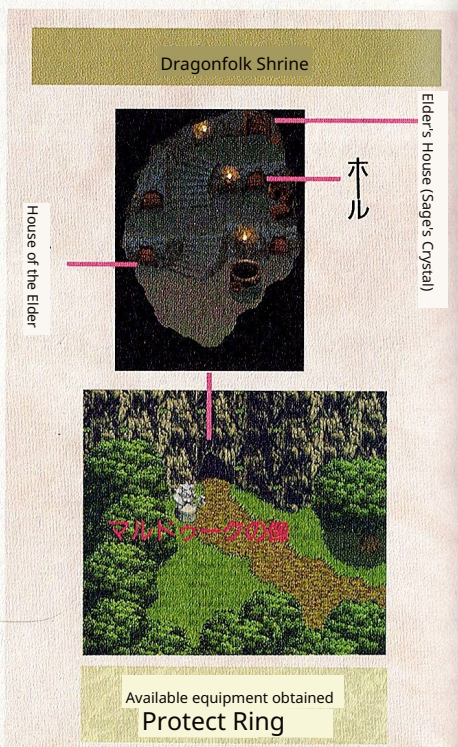
The Dragonfolk Shrine is located on the way to Goat Town. You can pass by the shrine and keep walking straight to Goat, but if you go directly to Goat without resolving the Dragonfolk event, nothing will happen and the story will not progress.

Also, you can come to the Dragonfolk Shrine even before Leos joins the party (by deliberately not stopping at Solas's church). However, if Leos is not accompanying you, you cannot enter the shrine.



◀ Departing from Solas, pass through the ruined castle of Frondia, and after crossing the bridge ahead, you will find the Dragonfolk Shrine.

► The Dragonfolk, afflicted by a wasting disease, have isolated themselves from the outside world and are anxiously



The terrifying contagious disease that ravages the disease-free dragonfolk

When entering the shrine, one of the dragonfolk escorts Leos and the others to the elder's house, but he is already afflicted by the illness and collapses partway there.

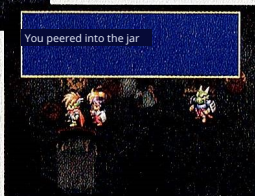
You don't have to go straight to the elder's house; you can go around listening to the dragonfolk's stories first. The dragon who collapsed from the illness

The human families cling to straw in desperation. You can also examine the contents of the jars while you're at it, but it feels a bit awkward to do so while the dragonfolk are in trouble. When they visit the elder's house, Leos and the others are promptly shown into the hall.

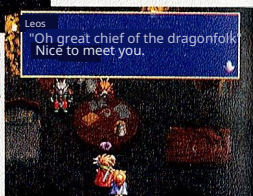


◀ After the dragon guide collapses, you are free to act as you wish, but you cannot go outside the cave.

► At the dragonfolk's shrine, items might be hidden in places other than jars... Check around various spots.

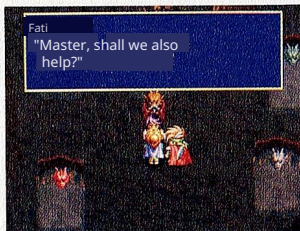


► Leos and the others meet the sick dragonfolk... They are gathered in the hall, waiting for Leos's treatment.



Are you staring blankly or helping?

The dragonfolk's condition is worsening, and not a moment's delay can be afforded. Eka diligently goes around giving the medicine Leos prepared to the dragonfolk. Whether to help the two of them is up to you, but as a matter of decency, just standing by and watching seems wrong.



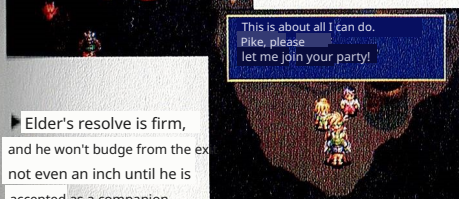
there's nothing, but choosing "Watch" could put you at a disadvantage in the course of play. As expected, recommending "Help" leaves a bad aftertaste. Here, will do.

New companion, Elder

As they try to rescue the dragonfolk and leave the shrine, a dragonfolk who calls himself Elder blocks Biku and the others. Out of gratitude for saving his sister from illness, he asks to join their group.



◀ Give the dragonkin the medicine. When it was over, a dragonkin leapt into the hall. He is the Elder.



▶ Elder's resolve is firm, and he won't budge from the exit not even an inch until he is accepted as a companion.



What is the truth behind this epidemic scare?

Recruit Elder and finally head to Goat Town!! However, when Pike and the others leave the shrine, they encounter a certain event. Someone released pathogens into the dragonfolk's shrine, attempting to exterminate them—who is the real culprit...?



▶ In Gigaar, he appeared riding a wyvern and rescued Bernard, who had been driven into a corner.

▶ That thoughtless, indiscriminate rash action ended up reviving the sealed Count Frondia.



6 Each Hero

Goat

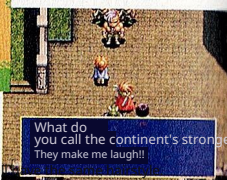
Bandits Attacking the Town of Goat

Pike and the others finally arrived in Goat, but something about the town seemed strange. Supposedly the continent's greatest city, there were absolutely no people visible... Just then, a huge villainous-looking man appeared, leading a large number of subordinates!! They scattered Pike and his group and then left.



◀ If you follow the road north from the Dragonfolk shrine, you'll soon see the city of Goat.

▶ The kind of guys who look like obvious villains. From the boss down to the henchmen, they



For now, survey the town of Goat.

After the big men left, the town regained its vitality. According to the townspeople, the big man earlier is named Balan Caesar, and he has been rampaging around this area recently. They say even the Goat Knights can't stand up to him, so he must be quite strong. However, as expected of the continent's top city, there seem to be many travelers from various places, and there are sweets to watches.

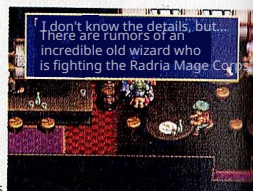


It seems they have some problems while traveling, seeking a cure for petrification.

▶ At the town casino, people numbered by peace are indulging in gambling!!

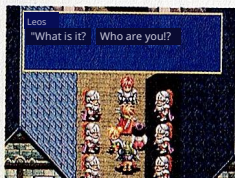


▶ There are even rumors that an old wizard is fighting the Radria Mage Corps.

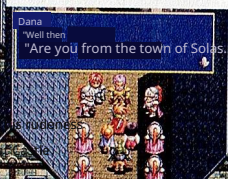


Boy Knight Chai and Captain Dana

Just before Goat Castle, Pike and the others are surrounded by young knights who came out of the castle. It seems they mistakenly took them for members of Balan's gang. However, Captain Dana appears later and the misunderstanding is quickly cleared up. After this event, Goat Castle is free to enter and leave.



◀ Because of Chai's hasty mistake, Pike and the others were surrounded. N-no, that's not it!!



▶ Dana scolded her subordinate for his mistake and invite Pike and the others to Goat Castle to invite them.

The once righteous thief is now...

The Goat Knights are currently engaged in battle with Balan's band of thieves. Balan was once known as a righteous thief, and there were many women who admired him. It is said that the reason Balan changed into what he is now was after obtaining the demon sword Mad Riker.



◀ "He used to save women's lives and acted as quite a righteous thief..."

▶ Although his face was scary, he was popular with women. Even now, there are people who cannot let go of their feelings for Balan.



Hero Guy's Party

As Kinisu investigated, the party of the hero Guy had been staying at Goat Castle. However, it is said that Guy, who also carries the blood of the hero Albert, does not possess the power to lift the petrification. The only way to save those turned to stone is to defeat the source of the petrifying magic, the "Immortal Emperor Ladria".



▶ Even Guy's power cannot cure Laia's petrification. However, it is said that Ladria can be defeated by Guy's magic sword, the Carnablade.



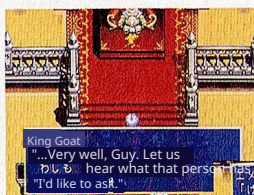
▶ The old mage Balt tells Pike and the others the "Legend of the Three Siblings." It is a well-known legend among mages.



Female mercenary Silver Vixson

Guy and the others are summoned by King Goat and leave the room, while the remaining Pike and his companions discuss what they should do next. They believe there must be something they can do to help

Guy and the others!! Then, having followed Guy and the others to the royal audience chamber, Pike and his group are asked by the king to take part in the assault on Baran's fortress, and are introduced to the female three-person mercenary party, Silver Vixson.



▶ Silver Vixson fights alongside Pike and the others. However, Chris and Erme seem displeased with Pike and his group.

Even the Goat King is troubled by Radoria, but the immediate issue is suppressing the bandit gangs attacking the city of Goat.



"You have a great body," — I didn't mean it in that way...

Seramis, while fortunate to have received the good role of being a member of Guy's party, is so earnest that it becomes a misfortune and she often slips into foolishness... First, her opening line, "Everyone has great bodies," was a mistake. Seramis was merely speaking her honest thoughts, but it came across oddly.



▶ Seramis turns bright red.

Seramis. People think of her as soft. She is prone to being targeted, a damaged personality.

◀ "A good body = lewd" Eka's reaction that links them directly is amazing. "Be careful, Leos-san" is hilarious !!



げで She was called a pervert by Eka, which is very pitiable.

Goat Town

To Goat Castle



Weapons shop

Broadsword	66
Chakram	63
Eagledagger	90
Ring Mail	84
White Robe	44
Kite Shield	44
Turtle Shell	40

R&A
M

Item shop

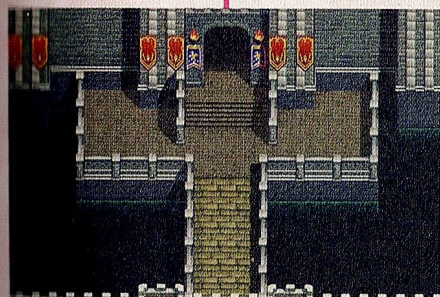
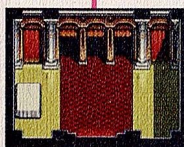
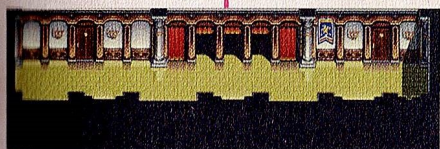
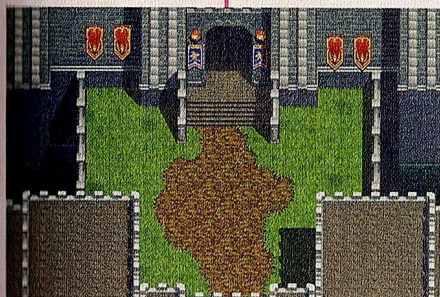
Special Mint	8
High-Quality Mint	20
Cockatrice Fang	10
Herb of Tranquility	6
Banshee's Tear	12
Traveler's Wing	20
Camp Set	40

Obtainable Equipment (Castle)

Sprint Mail	
Eerie Ring	
Holy Symbol	※
Bastard Sword	※
Knight's Wristband	※
Star Brooch	※
Willow	
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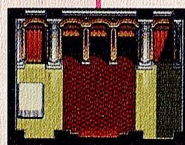
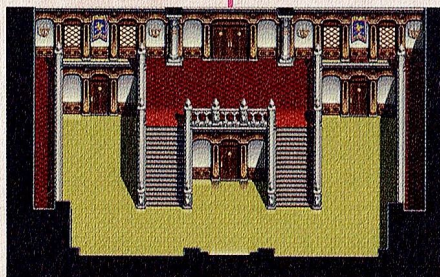
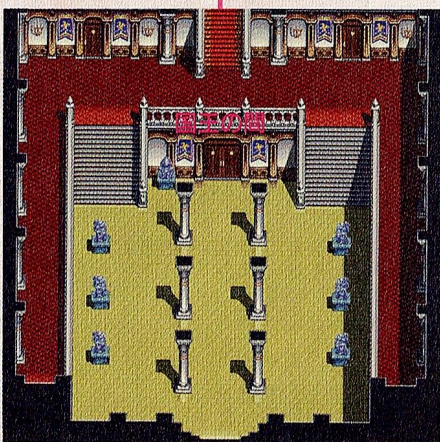
(After capturing Baran's Fortress)

Goat Castle



To the Town of Goat

Guy and Companions' Room — The King's Bedroom



Hostage Rescue Operation Begins!!

At Baran's Fortress, Dana and the others and Silvervikson had already assembled, and the operation began while waiting for Pike and the others to arrive.

Guy and his decoy team and the Goat Knights are drawing Baran and his henchmen to the main gate of the fortress. Meanwhile, Pike and the others and Silvervikson will infiltrate the interior of the fortress and rescue the hostages.



Deep within the forest southwest of Goat Town lies Balan's stronghold. Be careful not to miss the forest entrance, as you can pass right by it without noticing.

► Silver Vixun and Pike split up and take separate routes, sneaking into the fortress from the left and right sides respectively.



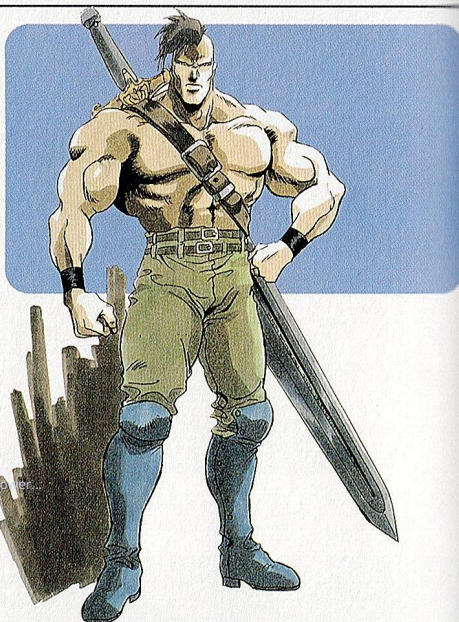
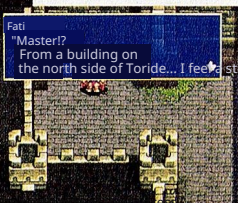
Rescue all the hostages!!

The townspeople taken hostage are locked inside small rooms within the fortress. Go through all the small rooms and free the hostages. In combat, scouts have high evasion rates and may land consecutive critical hits, so do not hold back. The Balan grunts are weak, so it should be an easy victory.



■ Silver Vixun has taken the lead and gone ahead. From Chris and Eme's perspective, they are mostly treated as nuisances.

► After they let the hostages in the small room escape one by one, Fati says, "I feel a strong force coming from the north side of the fortress."



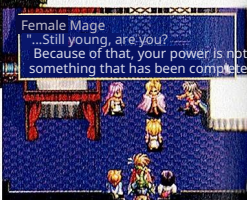
A mysterious female mage, Norma, appears!!

Silver Vixun and Pike unlock the seal on the door of the north room and enter, where they encounter a female mage who calls herself Norma. However, Norma only shows interest in Pike and promptly vanishes by teleportation. With that, all the hostages have been rescued. Now all that remains is for Pike and the others to escape...



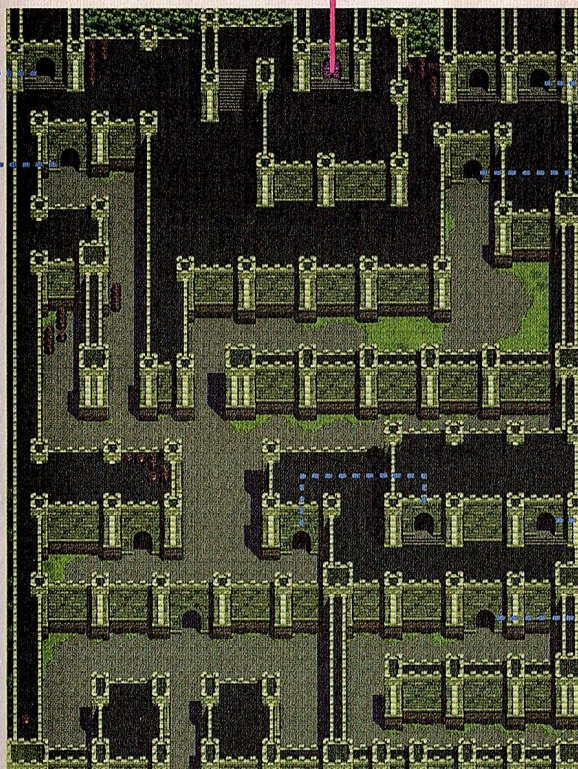
◀ Once again, Silver Vixun gets ahead. Until this event begins, you cannot enter the north room.

► Norma pays no attention to Chris and the others and instead shows interest in the "ki" she senses from Pike.

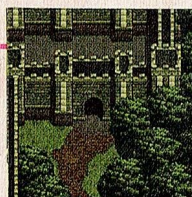


Balan Fortress

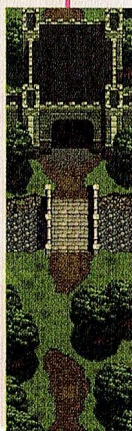
North Room



The main map of the fortress is divided into first-floor and second-floor sections, and you can move between upper and lower floors by passing through



(Passage blocked)



Obtainable Equipment

Bastard Sword

Amulet

Holy Symbol

Pike and the others' infiltration route

Entrance

8 Like the Clouds in That Sky

Goat ~ Werran ~ Tuwara

The Ice Prince Burned by Vengeance

After the conquest of Baran's fortress, Guy and the Goat Knights set out for the western continent. News had arrived that the floating castle of Ladria had appeared. Meanwhile, Pike and the others and Silver Vixun were ordered by Darna to return to Goat Town to report the results of the operation. However, what awaited Pike and the others when they returned to town was...



Bernard
"Fuhahahaha! I
give thanks to my
god!"

Eka
"If he lands a hit
like that, there will be no chance of survival."

► Desperate Situation!!

Faced with Bernard's furious
magical assault, Pike and the
others are powerless.

◀ Betrayed by his trusted
Lacesta and targeted by
Bernard, who seeks revenge against

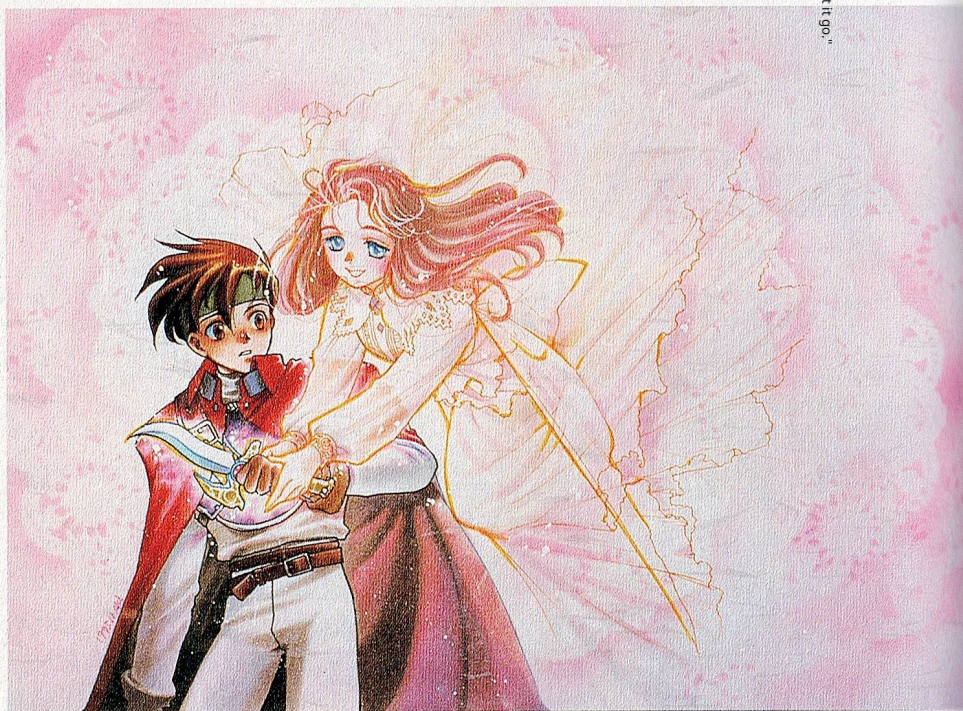
The Secret of the Magic Dagger Fati

What the old mage Estan, whom Pike met in Karmirate, had been searching for was the dagger Fati — the very dagger that had saved Pike from danger many times. However, having used power beyond its limits, Fati...



Estan
"...Pike, never
let go of Fati."

What? "I'll never grasp
Fati—what does that mean?"
Fat holds the fate of the world
Pike, and Estan departs
after leaving Pike with the words "Do not let it go."



Report the Operation's Success to King Goat

The reward given by King Goat can be chosen between "a weapon" or "anything you like," but since what you can obtain is the same either way, there is no need to worry. Having demonstrated their abilities in this operation, Pike and the others are asked to assist in the subjugation of Latria. To reach the western continent where the floating castle appeared, they must take a ship from the beastfolk village of Tuwara. It is worrisome that the defeated Baran and the demonic sword Mad Riker disappeared as well, but in any case, the



With King Goat's permission, one may freely enter the treasure chamber within the castle.



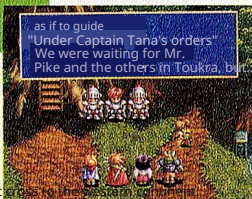
Birdfolk Village, Werran

On their way to Tuwara, Pike and the others reunite with Chai in the village of Werran along the route. Chai apparently waited in the village of Tuwara to guide Pike and the others to the western continent. However, rumors have spread that the birdfolk and the beastfolk are preparing to attack each other, creating a hair-trigger situation, so they refuse to send out a ship.



Head south from the town of Goat, cross the bridge and go west. Since this is a village that lives in the treetops like the Harpy Forest, from the outside it simply looks like a forest.

Chai is at a loss because the ship won't depart. Unless the dispute between the birdfolk and the beastfolk is resolved, she cannot

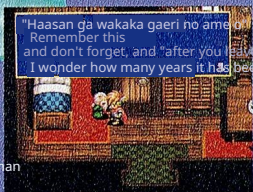


Find Grandma Doris in the Sub-Scenario!!

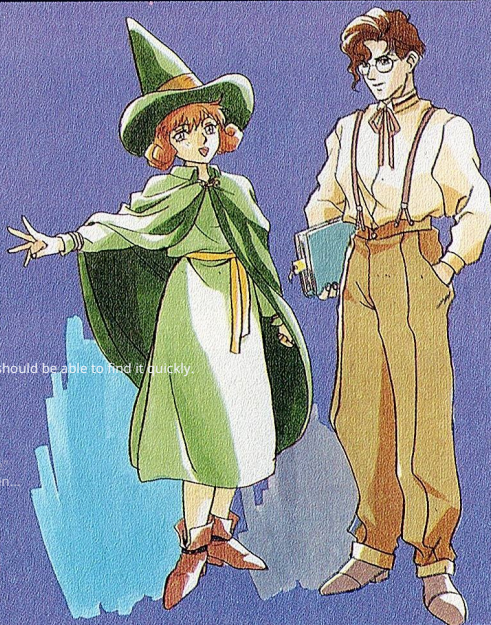
Somewhere on the continent that has the town of Goat, there is a cave. A girl lives here... Right? Also, a person connected to her should be in some town or village. Once you understand the relationship between the two, the rest is easy. Since it's an errand-like event, you can clear it quickly.



The cave is located in a rather remote, secluded spot, but if you search for it with that in mind, you should be able to find it quickly.

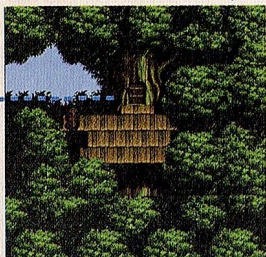


Somewhere, I met what seemed to be an old man. Could it be that there is...?



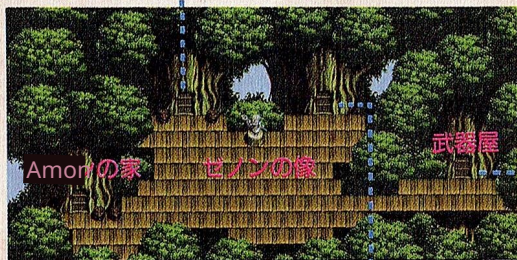
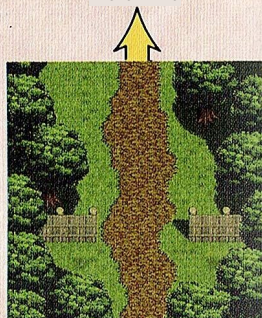
Werran Village

There is no inn in this village
but if you visit the elder's house
you can stay for free.



Weapons shop	
Falchion	92
Francisca	82
Kotetsu	83
Sprint Mail	88
Banded Mail	114
Round Shield	62
Buckler	60

North Exit



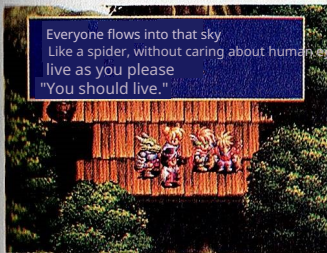
Item shop	
Special Mint	8
Cockatrice Fang	10
Herb of Tranquility	6
Banshee's Tear 12	
Gag 16	

Beautiful bird person!! But actually?

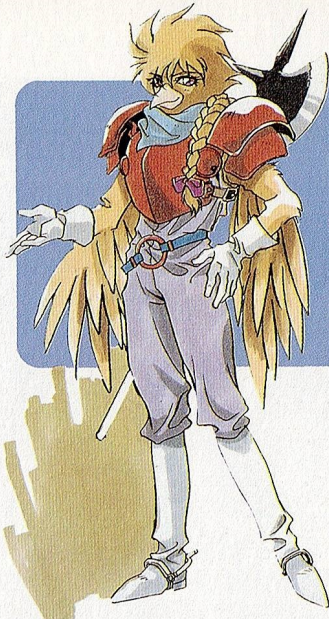
When I heard the stories of the bird-people living in Weran, it seems the bird-people have been subjected to quite malicious harassment by the beastfolk. It's no wonder the bird-people are angry. Among them, there was only one person I met on the highest level of the forest

Only the exceptionally beautiful bird-people maintained a cool attitude,

saying, "Rumors about humans are not to be relied upon."

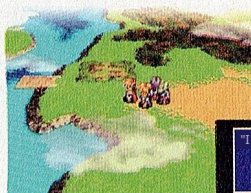


"Tifuru! But actually O- that's fine." Oh, how beau In this way, live as you wish "Everyone, those clouds drifting across the sky Where?



To the Beastfolk Village Tuwara!!

Next, visit the village of Tuwara and listen to the beastfolk as well. It seems the beastfolk are also being severely harassed by the birdfolk. At this rate, conflict between the birdfolk and the beastfolk seems unavoidable. Both the birdfolk and the beastfolk are tribes that possess outstanding warriors. If the two sides go to war, they could destroy each other!!



► Go around and listen to every single one of the beastfolk. Like the birdfolk, the beastfolk are also angry.



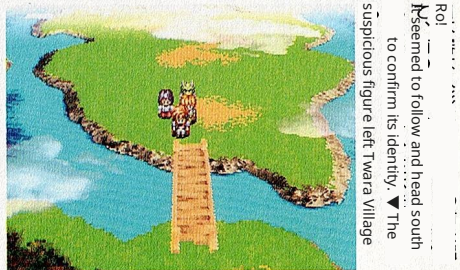
The beastfolk elder is furious!!

Birdfolk vs Beastfolk: A Crisis About to Erupt!!

The elder of the birdfolk had the composure to put Pike and the others up, but the elder of our beastfolk was about to snap. The elder was so agitated that he couldn't speak coherently. "Those selfish

individualists!! Has the beastfolk elder's patience already reached its limit? My blood

It was not that. Reluctantly leaving the elder's house, Pike and the others witnessed a suspicious beastman. The suspicious beastman, having noticed that Pike and the others were watching, fled as if in escape....



Tuwara Village



Weapons shop

Falchion	92
Pineapple	80
Ashura	90
Eagledagger	90
White Robe	60
Round Shield	62
Buckler	60

Item shop

Tokuyu Mint	0
Herb of Tranquility	0
Kimono dressing herbs	180

Board the ship and head to the western continent

Thanks to Pike and the others' efforts, the misunderstanding between the birdfolk and the beastfolk was resolved. It would be reassuring if both tribes, now without internal issues, would cooperate in the campaign against Ladoria, but the two elders refuse, citing tribal pride as their reason. However, upon hearing this, the beautiful birdfolk Amon offers, on behalf of both tribes, to accompany the expedition against Ladoria.



◀ After clearing the event, if you visit the elder of Tuwara's house, they will set out a ship for you at any time.

► Pike and his companions boarded the polygon ship, which chugged and churned across the sea, and Pike and the others set off for the western continent!!



Ice Prince, The Final Challenge!!

The ship that departed from Tuwara Village arrived at the desert pier of the western continent.

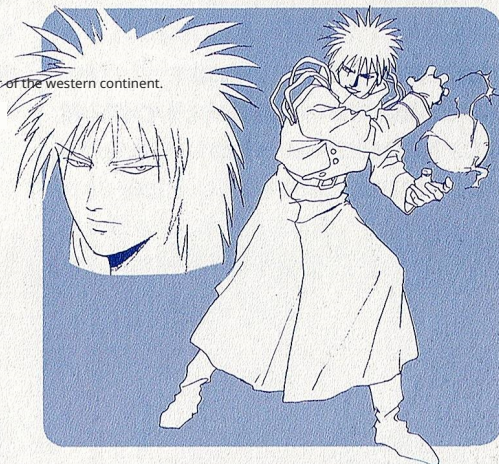
Ba, where Guy and the others were waiting,

Aiming for Gudnyel, Pike and the others headed into the desert

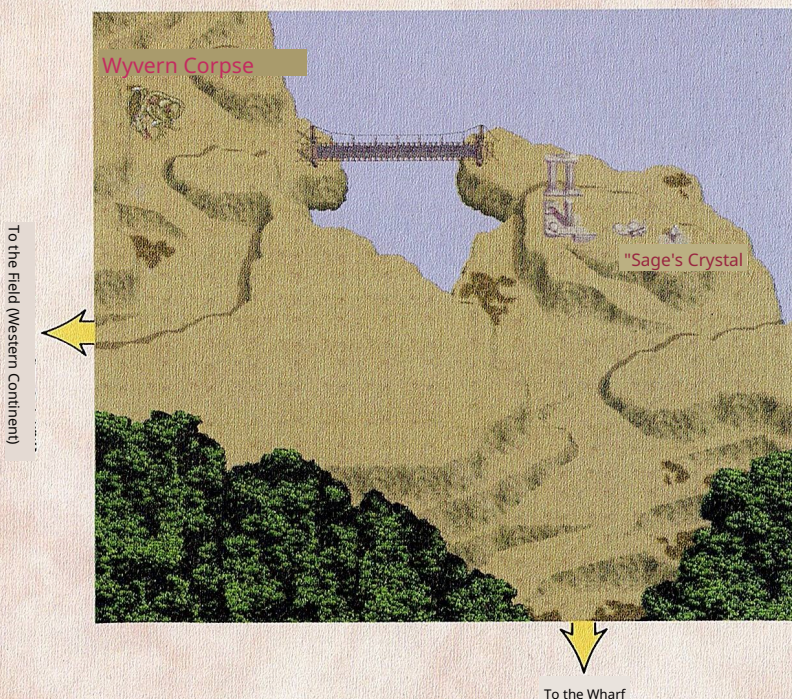
We will be going over the mountain, but...



Could it be...? It's fresh—some kind of battle just took place. The corpses on this mountain are... the bodies are finished. A wyvern in a place like this



Desert Mountain



This is Ladria's Floating Castle!!

If you exit Desert Mountain and continue straight west, you will see Ladria's Floating Castle. However, the floating castle is protected by a shield, so It is not possible to enter inside now. Anyway, well



It is impossible to break through Rudo. It is right in front of your eyes. However, that sea ▲ Now, the legendary floating castle where the

Visit the town of Bagduniel and meet Guy and the others who arrived earlier and are waiting for Pike and the others. Bagduniel is located in an oasis in the center of the desert.

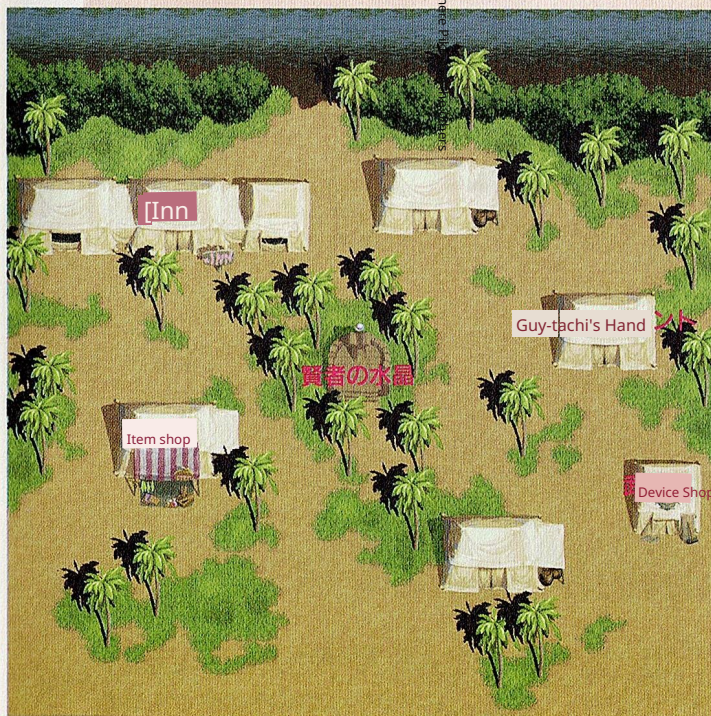


▲ In the middle of the vast desert region, an oasis lies all alone. That is Bagduniel.



▲ In Bagduniel, Pike and the others are greeted by Dana. The decisive battle is finally near!!

Bagduniel, the Desert Town



Weapons shop

Greatsword	116
Pineapple	86
dōtanuki (Japanese raccoon dog)	120
Long Spear	108
Half Coat	110
Buckler	60

Item shop

Tokuyu Mint	8
Kōkyū Mint	20
Cockatrice Fang	10
Banshee's Tears	12
Herb for Grooming	160
Traveler's Wings	20
Camping Set	40

What is the strategy for assaulting the Floating Castle?

When you visit Guy and the others' tent, Balt explains the plan to assault the Floating Castle. The shield surrounding the Floating Castle is disabled only when the castle ascends. They will aim for that moment to burst in. After the strategy meeting ends, Ceramis hands over 700 Goats as military funds.



◀ Dana will guide Guy and the others to the tent entrance. You can visit the tent after sightseeing in town if you prefer.

► During an important strategy meeting, Bike falls asleep while standing. Is he that relaxed, or does he just lack any sense of tension...?



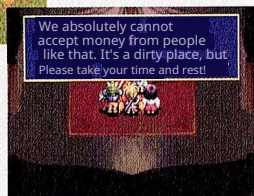
Rest at the inn and prepare for tomorrow

Guy tells Pike and the others to take a good rest at the town inn tonight. Even if you ignore this and try to go outside the town, Leos will complain of physical discomfort, preventing you from going into the field. Here, the story won't progress unless you stay at the inn, but before that, it's best to spend as much of your current money as possible.



◀ Leos is not feeling well. Could it be the fatigue of the journey? In any case, rest at the inn.

► Since you are the party heading to subdue Ladoria, this time the lodging fee is free.



Like those clouds in the sky, live as you please

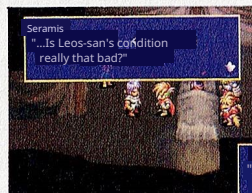
At the inn, men and women are supposed to sleep separately, but astonishingly Amon follows Eka and Leos. His body just moved on its own, and he probably doesn't have any lewd intentions, but that makes it all the more frightening. He has no awareness that he's a man!! He's an incredibly good guy, but still a strange one...



► Pike and Elder are going to take them back. No, they're not... hurry up! Hey, hey, you should be the one to sleep. Even that appearance somehow makes me laugh.

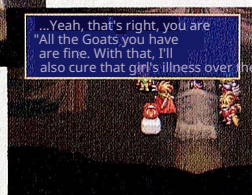
Leos's condition worsens!?

The morning after staying at the inn, Pike is woken up by a flustered Eka. Leos has a high fever and the healing spells aren't working. Ceramis comes to call, saying the floating castle seems about to start moving, but at this rate Pike and the others can't depart. Then Rui, who has an instinct for business opportunities, appears and offers to save Leos.



◀ Immediately assault the floating castle I must depart, but with Leos in this condition.....

► Ruu's demand is, unbelievably, all of Pike and the others' money!! But Leos's life is more important, after all.



At last, it's time to storm the floating castle!!

Thanks to Lu's medicine, Reos's illness has fully recovered. Pike and the others immediately headed for the floating castle, where they rendezvoused with Guy and finally began the operation to capture the floating castle. By this point, the monsters that appear are certainly formidable

There are two locations inside the castle where healing



Pike somehow made it in time for the abbreviated operation. Reos's illness has also been cured, and the floating castle attack Ku and the others. But...

There is a safe room, so don't worry. The companions' levels have risen considerably, so the rate of level-ups will soon start to slow, but as long as all companions are ultimately raised to around level 23, that should be sufficient, right?

Equipment obtainable in the floating castle

Star Brooch	Javelin
Flame Cruz	Amazoness's Clothes
Mondo's Katana	Wizard's Ring
Chain Mail	



On the top floor of the floating castle awaits the undying Emperor Ladria!!

Is there truly any chance of victory for Pike and the others?!

The Eternal Queen Arc

The threat of the undying emperor has passed, and the world has returned to peace.

However, that was not the end, but merely the beginning of a new crisis...

The Hero Pike of Era 11

Harpy Forest ~ Goat ~ Agnus

Little Typhoon Carol

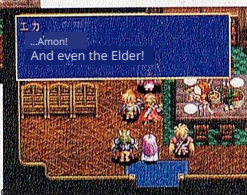
Pike, who had returned to the Harpy Forest and was living a peaceful life, was visited by a girl calling herself Carol—who, to everyone's surprise, is Balt's granddaughter!! Because Guy and the other two went missing, the Goat King instructed that Pike be summoned. The suddenness of it all made things hard to grasp, and it seems Carol herself doesn't fully understand the situation either.



► Reunion with nostalgic companions. During the journey up to this point,

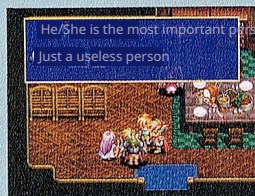
Carol had recruited Amon and El

◀ Carol suddenly appears and stirs up Pike and the others. It seems Balt pampered her quite a lot.



What is the scariest thing in the world???

Orphaned and alone, Eka, after that adventure, has been being cared for in the Harpy Forest. She now stands in the kitchen together with Laya and has completely become part of the family. For Pike, though, every day is by no means without complaints...

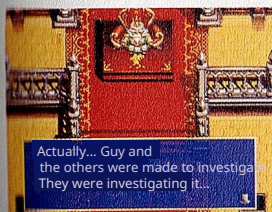


► At Carol's question, if you bluntly reply with something like "useless", Pike will get into serious trouble. It's scary...

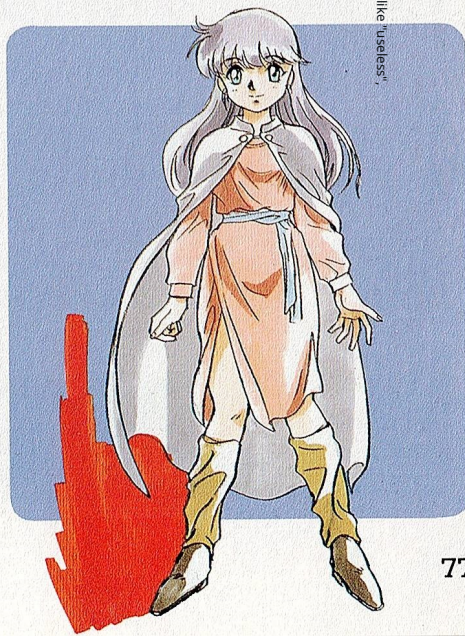
Request from the Goat King

Pike and the others were teleported to Goat by Carol, where they heard the detailed circumstances from the Goat King. Guy and the others had been investigating the rumor that that Baran Caesar had been resurrected, but one day they suddenly cut off contact.

What on earth happened to that person?



► Guy, the strongest hero, and others Rumors of Baran's revival say that the one who should have defeated him with his own hands was only Pike and the others. Only Pike and the others know the truth of it. Is it really true?



As expected of Balt's granddaughter, teleporting one after another!!

Carol, who joined Pike and the others, immediately teleported to the city of Agnus!! Before meeting Pike, Carol has been searching for Balt and visiting various places, so besides Agnus where she grew up, the towns and villages from Part One are already accessible by teleportation.



It's text.
It's a very advanced teleportation spell! Only a highly skilled mage can use it. Powerful like Rata or Norma. It seems to be an amazing thing.
Ba I use a bart, but actually, this ▼ Carol can easily teleport



City of Agnus

To Agnus Church



Weapons shop

Willow leaf	110
Thunder Nail	120
To be frightened	156
Grave	140
Power Staff	135
Chain Mail	123
Plate mail	138
Buckler	60

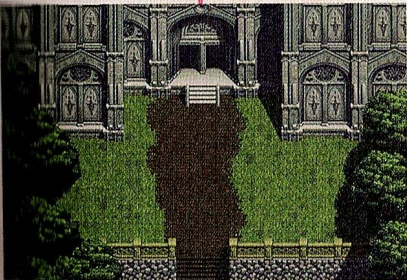
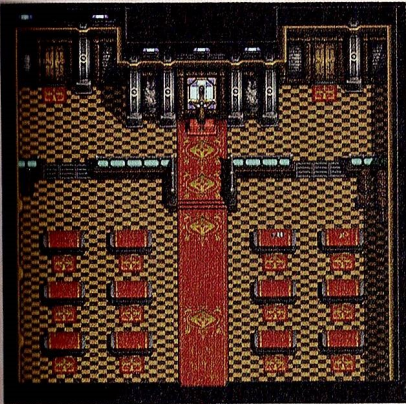
Item shop

Tokuyu Mint	8
Kōkyū Mint	20
Cockatrice Fang	10
Herb of Serenity	6
Traveler's Wings	20
Camp Set	40
Aleph's Talisman	70

Is this person really Leos's uncle...?

Gai and the others lost contact in this town of Agnus.
The Goat King told us to meet the local priest
Myra here and hear the details, but this person
is completely useless... I can't believe Leos had
such a useless uncle—this world is a
wonderland!!

Church of Agnus



To the town of Agnus



We couldn't hear any of that
story at all, and there are no
clues to go on. ■ Strategy
Guide Part Two A sycophant
who flatters Pike and, drunk on
the bliss of entering a new
world, acts out his own theatrical lines

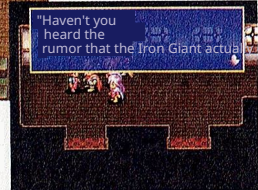
Clues to the Whereabouts of Guy and His Companions

Myler is completely unreliable, so we have no
choice but to investigate the whereabouts of the
missing guys ourselves. When we asked around
town, several people definitely reported
sightings of someone who looked like Guy. A
beautiful woman was also seen with Guy, but
who on earth could she be? It seems that Guy
and his group headed east toward the Continent
of the Historical Graveyard.



It is certain that Guy visited
this town. It seems he
departed this town very recently. ...one who looked exactly like him.

► Rumors of the iron giant.
This person says, "There's no
way it could exist..."



12. We, the Sea Exploration Team

Shitonasu ~ Ghost Ship ~ Tomari

A Ghost Ship That Even Sailors Fear

According to stories heard in the town of Agnus, there are ships that sail from the village of Sitonas to the eastern continent.

However, recently rumors of a ghost ship have been spreading in Sitonas, and it seems nobody is willing to set sail. The entrance to the pier is sealed, and you cannot board a ship without the captain's permission. Visit Captain Donald's house and try to negotiate for him to take you out to sea.



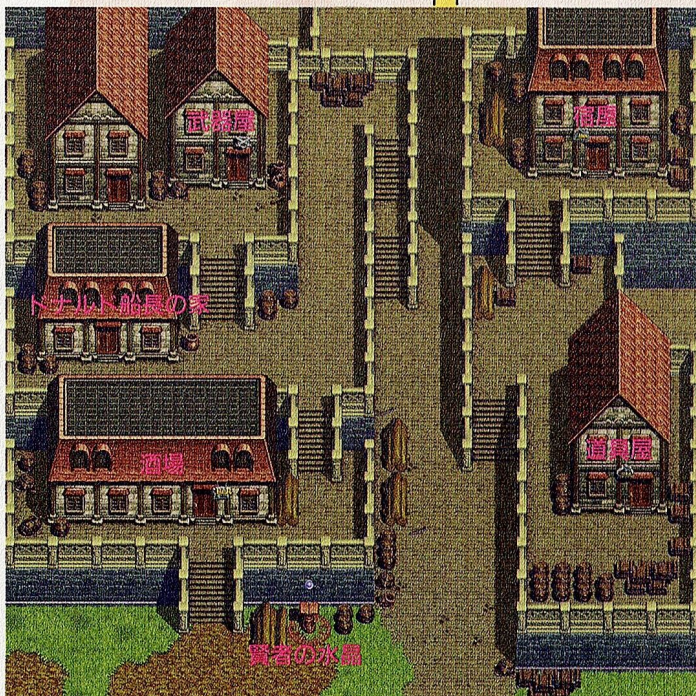
◀ From the town of Agnus, heading southeast you come to the sailor village of Sitonas. From here you cross over to the eastern continent.

▶ When Carol talks to him he blushes and acts shy sometimes—quite a cute side for the captain.



Village of Sitonas

To the Wharf



Weapons shop

Dark Frisbee	142
"Southern Cross"	186
Murasa(me)	122
Halberd	155
Flame Rod	150
Protective Dress	120
Silk Robe	125
Round Shield	62

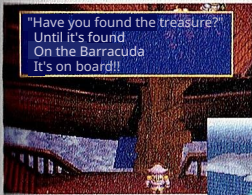
Item shop

Tokuyu Mint	8
High-grade Mint	20
Herb of Tranquility	6
Banshee's Tears	12
Herb for Grooming	160
Camping Set	40
Gag	16

Search for the Ghost Ship's Treasure!!

The party boarded Captain Donald's ship on the condition that they would retrieve the ghost ship's treasure. The voyage was comfortable, and it would have been perfect if the ghost ship hadn't appeared... of course it did appear. Since it's a promise, let's properly find the ghost ship's treasure. By the way, after this event you can board a ship from Sitnas at any time. Carol's teleportation makes it unnecessary, though.

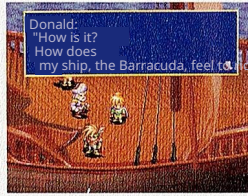
It's unnecessary because Carol has teleportation.



Find the ghost ship's treasure

If you try to return to the Barracuda without finding the ghost ship's treasure, Captain Donald

When you clear the ghost ship event, the ship arrives at the Tomari pier on the eastern continent.



The rumor of a ghost ship feels almost like a lie—so pleasant. Captain Donald, who took the ship out for the first time in a long while, seems to be enjoying

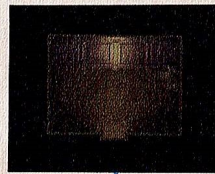
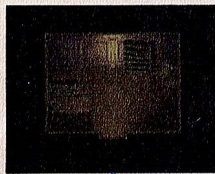
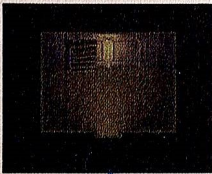
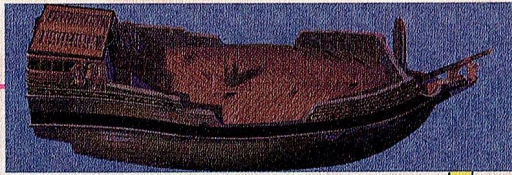
Do iron giants really exist?

At the tavern in Sitonas Village, you can also hear tales of the Iron Giant. Does the Iron Giant really exist? As you continue your journey, the mystery will eventually be solved (...maybe).

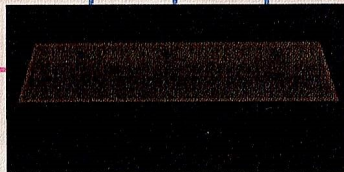


Where? Where is the land located? It seems to exist. Forgotten, rumored to be hidden in The Iron Giant is the Forgotten Land

Ghost Ship



To the Barracuda



Mycent, the City of Technology

Pike and his group follow Guy's trail toward the Graveyard of History. Along the way they stop at the factory town of Mycent. For now, this place is only a waypoint on their journey, so there are no story-related events here. For the time being, look around the town and buy what you need at the shops.



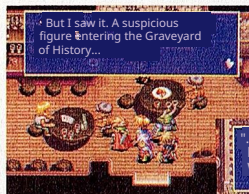
◀ From Tomari's pier, go east through the snowy plains and then continue north to reach Mycent.

▶ "Maysent is the last town, so for now, this weapon shop's items here are the strongest."



Suspicious Figure in the Graveyard of History?

Unfortunately in Mycent you cannot obtain concrete information about Guy. However, you can hear a few stories about the Graveyard of History. A man who witnessed a suspicious figure entering the Graveyard of History is terrified and claims it was Trick Joe...



▶ Trick Joe is just a legend. Still, it's certain that someone entered the Graveyard of History.



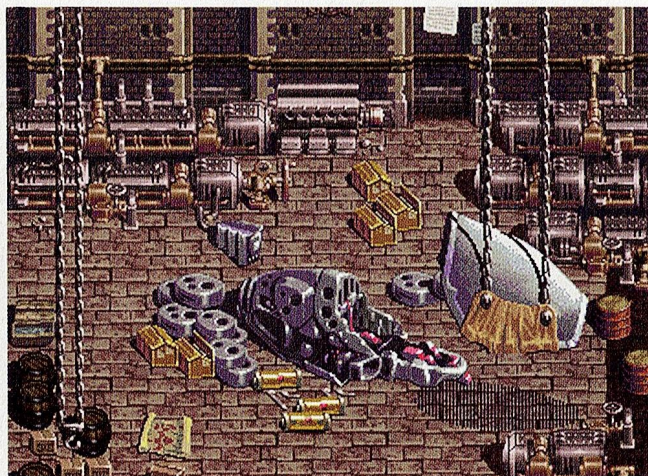
▶ According to what I heard on the street, the Cemetery of History is said to be in the forest north of Mycent.

"In the large factory, an airship is under construction!!!"

"At this town's large factory, Maysent's technology is being gathered and an incredible thing is being built. Believe it or not, they intend to fly through the sky in a mechanical ship.

The marquis Lang, who governs the town"

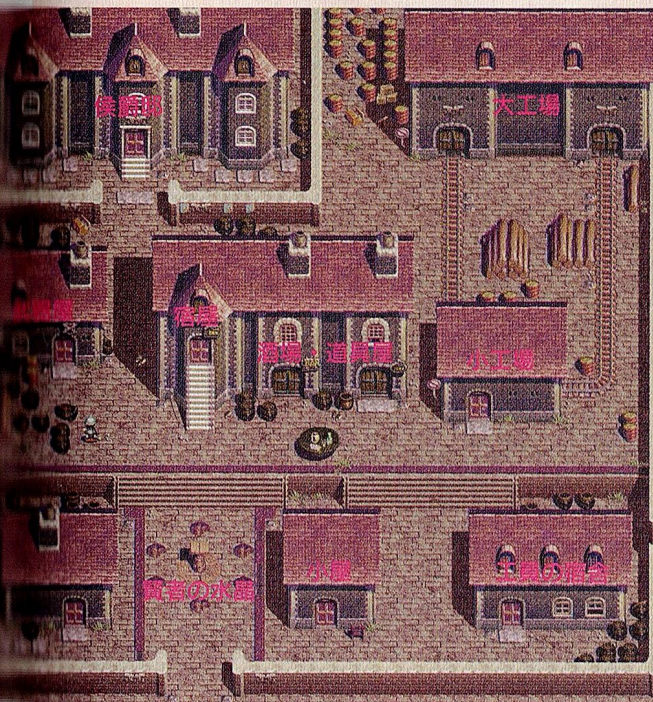
The Marquis Lang has continually ordered numerous impossible tasks from the workers before, but this order is on a completely different level. Because of that, it is a highly rewarding job, and the workers are enthusiastically fired up.



▲ Marquis Lang, who always continues to chase his dreams. His existence is what brought Mycent to this level of development.

▶ An airship under construction in the large factory. The more unreasonable the Marquis's orders are, the more fired up the workers become.

The town of Mycent



Weapons shop

Night Saber	148
Orichalcum	158
Byakkotō (White Tiger Sword)	160
Heavy Lance	170
Night Suit	152
Hayate's Bikini	144
Sorcerer's Robe	138
Tower Shield	100

Item shop

Tokuyu Mint	8
Kōkyū Mint	20
Cockatrice Fang	10
Herb of Tranquility	6
Traveler's Wings	20
Camping Set	40

Subscenario "Olivia's Disappearance"

Attempting to visit the Marquise of Mycent
Then Olivia, the daughter of Marquis
Lang, bursts out and runs off somewhere.
Where did Olivia go? Each time you visit
Mycent and diligently listen to the
townspeople, you may obtain clues to her
whereabouts. At one point, if Olivia does
not return, it could even disrupt the
construction of the airship, but this
scenario...

To some extent, as the story progresses, the game
will forcibly end even if Pike and the others have
not found Olivia.

Beyond Dopira
They seem to be arguing.

◀ From inside the marquise,
voices of an argument can be
heard. It seems to be like a
parent-child quarrel...

▶ The girl who jumped out
from within the original text slammed into the

I Ru—
...that girl
...was crying.

少女
"Kyal"

◀ The girl ran off just like
that, but Elder was the only
one who noticed that she
had been crying.

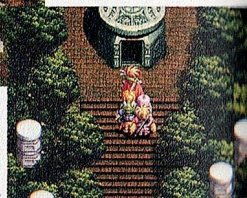
Make for the Graveyard of History!!

From the stories heard in Mycent, it's unclear what era this refers to, but before a great battle took place, there was said to be a kingdom of mages in the northern forest. The Graveyard of History is thought to be the remnant of that kingdom. What is the purpose of the suspicious figure who entered here...? Surely it's not a date...right?



◀ The northern forest is a simple maze with some dead-end paths.

▶ Entrance to the underground. I've heard it's a lovely date spot, but isn't it a bit dangerous...?



The full scope of the incident is finally coming to light...

There are rumors that Baran is still alive. And Guy and the others have gone missing. In this Graveyard of History, events that approach the heart of this incident await Pike and his group. While driving off the monsters, head to the back of the cave.



▲ Be cautious of monsters' special attacks. If you let your guard down, you'll be taken out.

Magical Creature Guardian

A powerful magical creature that guards an ancient ritual vessel sealed in the Cemetery of History. It was defeated by Noma and her party, who invaded the Cemetery of History aiming for the vessel, but in accordance with the ancient covenant, it tries to protect the vessel even if it loses its main body and is reduced to a single arm. However, it can no longer distinguish friend from foe and has become a weapon of destruction that attacks indiscriminately anyone present.

What exactly is the female mage Noma's objective?

Pike and his group, having rescued Bart in the Cemetery of History, teleported away from the site and flew to Goat Castle. According to Bart, Noma is likely a sorceress from the magic kingdom of Falgasta. Noma's motive for stealing the ancient ritual vessel from the Cemetery of History is unknown, but if the vessel is misused it could have disastrous consequences. To stop Noma's scheme, head for Falgasta!!



They came, but Guy and Seramith's whereabouts are now unknown. At last, it became possible to rescue Bart.

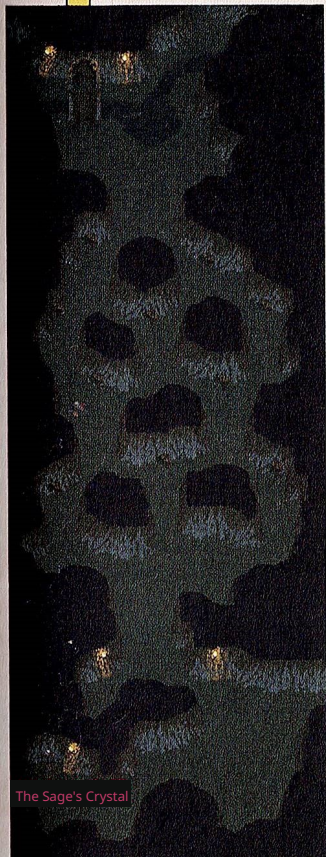
What is the terrible power hidden within the ancient ritual vessel...?

The ritual vessel that Noma took from the Cemetery of History is an ancient treasure with powerful summoning capabilities. It is said that someone with powers on the level of Noma, if using this vessel, could even summon monsters or gods that were destroyed in ancient times. The ancient

Aside from Balt, who is well-versed in ancient knowledge, the only others who know of the existence of the ritual artifact are the mages of the magic kingdom Falgasta. Balt, having been manipulated by Noma, had his knowledge exploited to obtain the ancient ritual artifact.

Graveyard of History

Among Guardians



The threat in the battle against the "Guardian Arm" is the special attack "Icon's Tear." Elders, who are strong against special attacks, are generally fine, but there is a very high chance that all other party members will be incapacitated at once. In the worst case, you might be left hoping the single Elder can somehow hold on by themselves.



◀ In the Graveyard of History, besides the Guardian event, there are also secret locations, but they are not known yet, so you don't need to worry about them. You will naturally discover them in time.



Entrance

Obtainable Equipment

Hero's Armor*

(*At this point, still
unobtainable)

14 The Formidable Challenger

Mycent

Someone has destroyed the airship!!

The magic kingdom of Falgasta lies across the sea to the northwest, but the shipping route is currently cut off. To get to Falgasta, the only option is to use the airship being built in Mycent.

However, what Pike and the others saw when they visited the large Mycent factory to collect the airship was...



◀ The moment I stepped into the street, I felt a dizzying sensation. Something was wrong.

▶ What a surprise—the crystallization of the workers' blood and sweat, the airship, has been destroyed!!



A deranged female mage appears!!

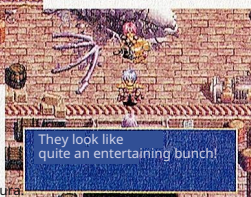
As Pike and the others stand shocked before the wreckage of the airship, an unexpected figure appears. It is Guy, who had been missing! But he seems different from the Guy Pike and the others knew. Then, accompanied by an irritating, grating laugh, the female mage Krishuna appears.



◀ Carol rejoices at being reunited with Guy. However, Guy shows no reaction whatsoever.

▶ This one is a female mage who stands beside Norma in the graveyard of history.

She gives off a very dangerous aura.



Eka has turned into ○○!! This guy is a fake created by Krishna's illusion. The real Guy seems to be in Norma's hands. Krishna seems to have taken a liking to Pike and emits a bewitching charm to flirt with him, which is really annoying. After this, something terrible happens to Eka...



◀ Krishna's preferred type is a cute boy like Pike. That's not something to be happy about.

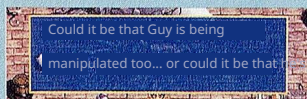
▶ With this one line from Eka, Krishna becomes angered. Oh ho ho ho!!



Do you even have any motivation? Pike's blundering is so-so and scattered!!

Is he actually an incredible big shot, or just a fool? Even in this Mycent event, Pike's blundering is in top form!!

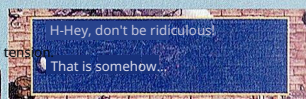
Depending on Riff's choices, Pike can become a protagonist with absolutely no sense of tension. Really, what on earth is he thinking.....



▲ Seeing the fake Guy, one remark: "He's hungry." That line of thought is incomprehensible.

▼ Female mage Krishna appears. Calling him a "pervert" is correct, but there's absolutely no tension.

"Are you one of Norma's companions?"
"Are you just a pervert?"



▲ Krishna called me cute. Hey, hey, this isn't the time to be blushing!!

15 The Glorious Knight

Goat

Eka's ○○ was healed!!

Eka got into trouble, but Pike and the others can't handle it. To have Bart heal Eka, the party used Carol's teleport to go straight to Goat Castle. But apparently Myla is actually better at this kind of trouble.

It seems Myla is actually better at this kind of trouble.



However, by now the important companions sometimes refuse to accompany Eka or Carol. At the beginning of the second part, when it happened, the most panicked was It is cooperation. / What to do together

Are the other towns safe?

Pike and the others reported to King Goat that Mycent's airship had been destroyed. Until now, Norma and the others had been operating secretly, but they finally seem to have started acting openly. Are the other towns going to be all right?

Are the other towns all right?



Decided to go to Benl. They checked on Toria and Agnus. By the goat King's orders, Chess... While it was not finished, Pike and the others... Rult went to Mycent for repairs. ▶ no repair the airship, Ba...

Monsters Attack the Town of the Goat!!... Farewell to the Glorious Knight!!

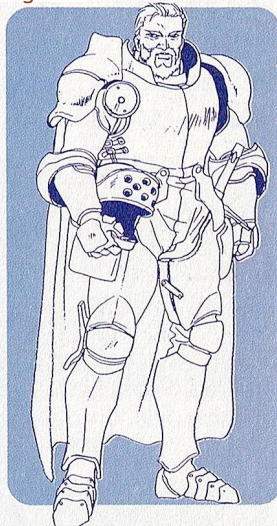
When Pike and the others were about to set out to investigate the conditions in other towns, a guard burst in to deliver urgent news. It seemed that enemies had invaded the town of Goat. Pike and the others were heading to support the Goat Knight Order, which was engaged in battle with the enemy, but...



◀ The Goat town is in danger!! The Goat Knights seem to be struggling.

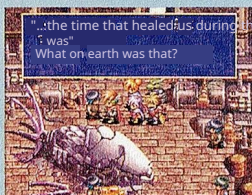


▶ Boldly standing against a swarm of lesser demons. Charge, Goat Knights!!



Awaken, Mycent's Tool Soul!!

When you are able to move freely, visit Mycent's large factory once. The workers' disappointment is immeasurable after the airship—crafted with devoted spirit—was mercilessly destroyed.



▶ Still need the spirit of the factory workers. For Mycent's sake, how can we let the airship—crush Normas' ambitions—everyone don't lose heart! Show me!!

16 The Circus Troupe's Black Trap

Chestoria

Are there two Elders?

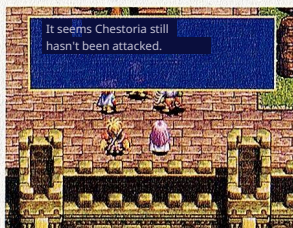
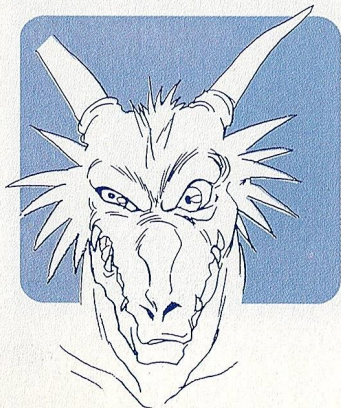
Following the destruction of Maicent's airship, Goat also came under enemy attack, but there seems to be no particular change here in the city of Chestoria. It appears Noma's influence has not yet extended to this town. However, I went to the castle's audience chamber to inform Princess Elara that the enemies' suspicious movements have been intensifying.....

Which one is the real one!!

The second Elder is said to have single-handedly repelled Noma's minions who attacked the town, and Princess Elara insists that he is the real one. However, there is no way the Elders who have been fighting alongside Pike and the others all this time could be impostors. To determine which one is the fake, the princess summoned the female fortune-teller Emma Worth to the castle.



▲In front of the group, Emma's fortune-telling began. So, what will the fortune-telling results be...?

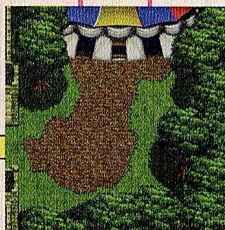


The troupe is present, but the circus is not yet ready. The grounds have been made accessible, so for now everyone can breathe a sigh of relief. From the inside.

They say that when they came to Chestoria as guards for the circus troupe, there was another Elder!! The princess ▲ Surprisingly, in the audience chamber, the EI



Inside the circus troupe's tent



To Chestoria Town

Check the weapon shop inventories!!

After clearing the Fake Elder event,

The inventories of weapon shops in some towns may change.... Because I want to leave the fun of discovering them yourself, the names of the towns are a secret.

”

The inventories do not all change at once, so it's a good idea to visit various towns at each milestone of game progress and frequently check the weapon shops.



Weapon shop in the town of ????

Freeze Rapier	165
Sakura Yo-Yo	173
Kisaragi	177
Double Lancer	185
Grace Rod	165
Mithril Mail	165
Wind Dress	156
Princess's Robe	200

3

Weapon shop in the town of ????

Earth Sword	180
Bizen Osafune	193
Trident	216
Blizzard Wand	180
Flame Armor	198
Raikou Armor	230
Combat Dress	185
Knight Shield	148

Weapon shop in the town of ????

Jewel Sword	198
Hōsenka (Japanese plant name: Impatiens balsamina)	188
Fūrinkazan (Wind, Forest, Fire, Mountain - military strategy phrase)	225
Izayoi (Sixteenth night / name)	470
Staff of Harmony	210
Dragon Mail	320
Robe of Light	210
Stardust Robe	240

Weapon shop in the town of ????

Demon Buster	460
Sluggish S	350
Beast Lance	500
Holy Armor	368
Fairy Clothes	250
Sacred Robe	265
Kagami Shield	165
Magic Shield	150

50

17 Blue Flame

Agnus

The Ruined City of Carol

After preventing the crisis in Chestoria, Pike and his group next visited Agnus and were stunned. The town had been reduced to a miserable heap of rubble, and residents were collapsing in the streets!! Pike and the others found the dying Myra, and from her mouth they learned that this was a challenge issued by Noma's servant directed at Pike and his group.



◀ For Carol, who lived in this town, it was an especially great shock. Even the Sage's crystal has been destroyed.

▶ Myler was spared from being killed so that Pike and the others could deliver a message.



18 The Winged Ship

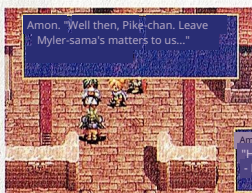
Mycent

The airship Cornelius is finally complete!!

To let the wounded Myler rest, Pike and the others teleport to Mycent where Balt is staying. Awaiting them was a wonderful gift. The airship was finally finished!! With this flying ship, they can go to the magic kingdom Falgasta where Norma is. The airship can be freely piloted with the direction buttons, and its...

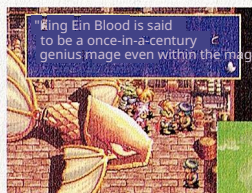
The sense of speed and the feeling of floating are pleasant. Use the AC button to get on and off.

So you can ride it anytime you want as much as you like, it might be good to keep one save file in which the airship is available for free use.



◀ Elder and Amon take Myler to the marquis's residence where Balt is staying.

▶ Prompted by Elder and the others returning from the marquis's residence, I went to the large factory and was surprised.



▶ The airship spreads its wings and soars high into the sky. Head for Falgasta in the northwest, beyond the seal!

◀ Ask the workers to count the information about Norma's gang.



Olivia's event is forcibly terminated here

When the airship is completed, Olivia's event is forcibly terminated. In practice, the story proceeds automatically from the Ruins of Agnus to acquiring the airship, so the chance to clear Olivia's event is only until you visit the Ruins of Agnus.



It might happen!! If you clear it, something good will happen! ▶ Olivia's event will

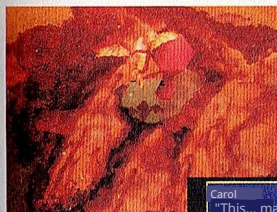
19 The Four Great Trial Towers

東 Tower of Light · Southern Tower · Western Tower · Northern Tower

Of the highest rank!

Deactivate the barrier generator!!

The magic kingdom of Falgasta is located in the center of an island floating in the northwest sea and is protected by a barrier created by the four great holy towers that surround it. To infiltrate Falgasta, you must first defeat the four attendants of Norma waiting on the top floor of each tower and then deactivate the barrier generator. The three towers to the east and southwest can be tackled in any order, but the northern tower cannot be entered until all three other towers have been cleared.



◀ The powerful barrier protecting Falgasta repels airships!!

▶ If you defeat the attendants guarding each tower, Carol will deactivate the barrier-generator.



Carol
"This... makes this place
It's okay.
Let's head to the next tower!"

The Four Great Holy Towers Are a Treasure Trove of Equipment

Each tower conceals many powerful weapons and armor so be sure to obtain them and fully equip yourself While advancing and conquering. However, several Are the treasure chest's traps... ?



▶ Recommended level: while conquering the Four Great Holy Towers, there may be items hidden in addition to the obvious pots, so check thoroughly. Pots and treasure chests can significantly boost Pike and the others' combat strength. Let's investigate around.



Eastern Tower

◀ The genius mage who has absolute confidence in his own power, "Blue Flame" Ein Blood, awaits Pike and his party.

Southern Tower

▶ The southern defense is the Balancer, resurrected by Norma's secret arts.

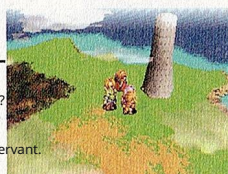


Western Tower

◀ Finally confront Krishna, the "Phantom Rose," who has toyed mercilessly with Pike and his companions!!

North Tower

▶ What about the fourth attendant? It is still not understood. It is certain that they are the strongest servant.



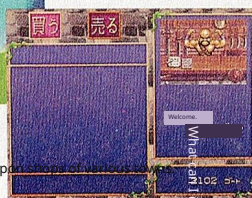
Buying items by airship

The Four Great Holy Towers can be tackled all at once, but it's safer to return to town by airship to restock items and save after clearing each tower. While you still have free use of the airship, you should ride it around as much as possible—don't miss the chance!



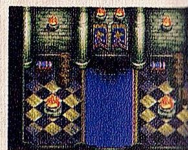
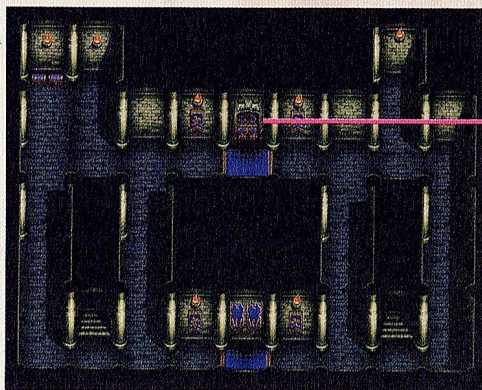
◀ With an airship, shopping runs can be finished in no time.

▶ While you're at it, you might want to peek into the weapon shop. Wouldn't that be a good idea?



Eastern Tower

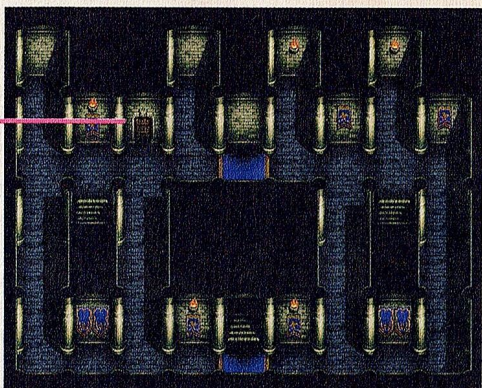
1st floor



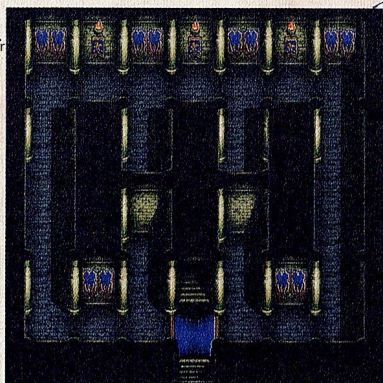
Entrance



2nd floor



3rd floor



Obtainable Equipment

Hyakkimaru

Sword of Hope

Moon Frisbee

Armor of Wind

Material Sword

Southern Tower

1st floor

2nd floor

Mon

3rd floor

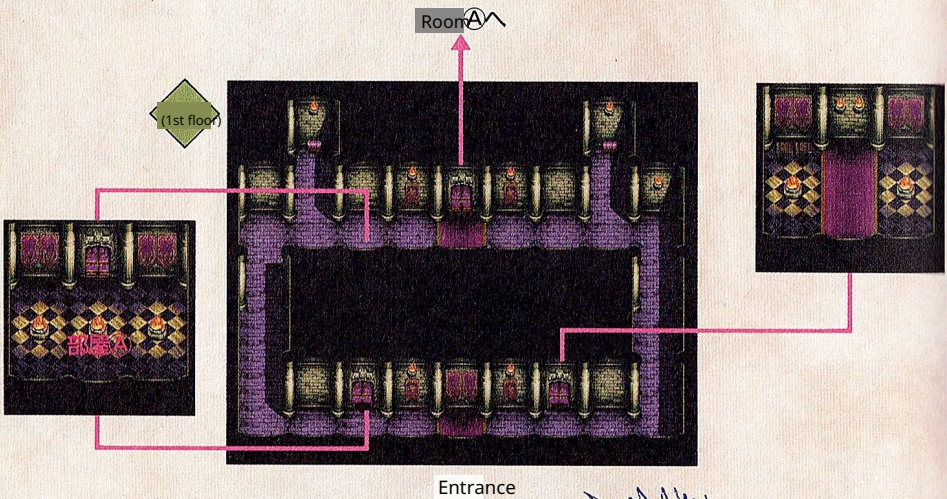
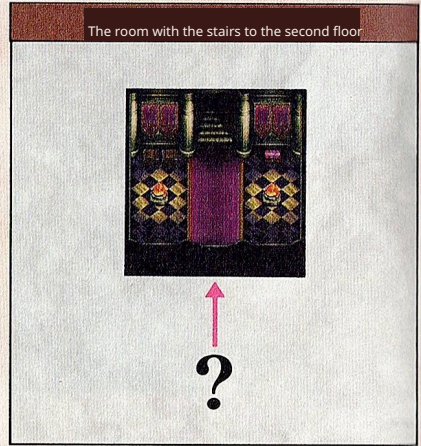
Obtainable Equipment |

Fairy Robe
 Royal Blade
 Sophia's Mantle
 Magic Bikini
 W Haken
 Stardust Robe
 Ancient Armor
 Gale Boots
 Hero's Shield

On the first floor of this tower, warp-door traps have been set. The door connections are basically as shown on the map, but... ? Try going through the doors one by one, going back and forth to see what happens.

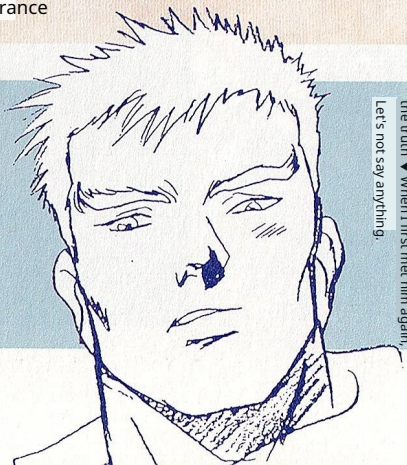


◀ Pierre, Krishna's subordinate, greets Pike and the others. Though he's on the enemy's side, he's a strangely likable fellow you can't help but tolerate!!

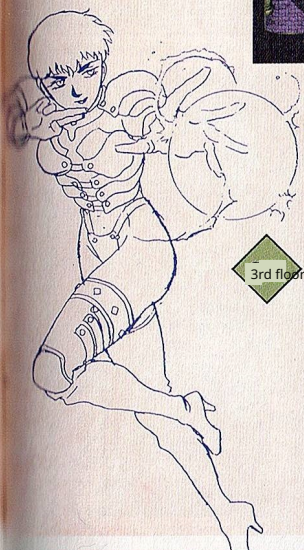


The missing Seramis has returned to life!!

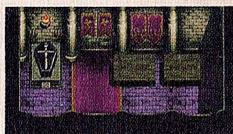
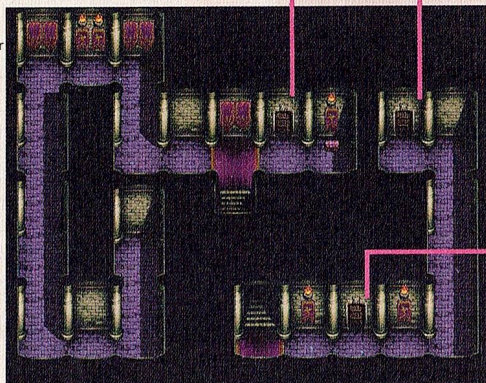
During the assault on the Four Great Holy Towers, the disappearance of that Ceramis is finally explained!! I can't really write about the circumstances while he was missing because they're far too pitiful, but anyway, the important thing is that he's safe. Still, it's really tragic...



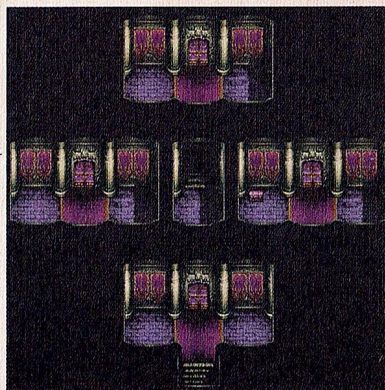
If you are compassionate, then tell the truth ▼ When I first met him again, Let's not say anything.



2nd floor



3rd floor



Obtainable equipment

Hyakkimaru

Skull Killer

Phalanx

Magical Robe

Fushichō Shield

Phantom Armor

Celestial Garment

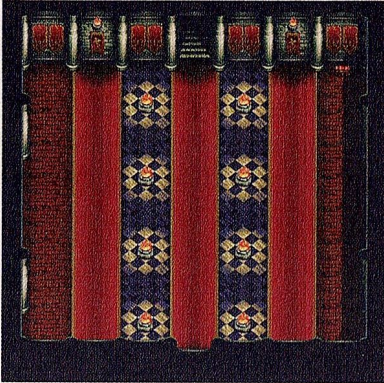
Subscenario "???????"

After clearing all four Great Holy Towers, a third sub-scenario might occur in some town... Although it is not directly related to clearing the game, you should definitely watch this sub-scenario. The other two

Unlike the sub-scenario in <original>, this sub-scenario contains no apparent foreshadowing, so if you're careless you can easily finish the game without noticing it at all. After conquering the Four Great Holy Towers, try visiting the various towns.

North Tower

Stage



At the top floor of the northern tower, which concludes the four great holy towers, Pike and his group are awaited by the mysterious fourth Norma's attendant.

There are warp doors and staircases that teleport you in places inside the tower, so do not be misled. However, on the return trip after clearing it, you can take a slightly shorter route by using the warps.

Obtainable Equipment

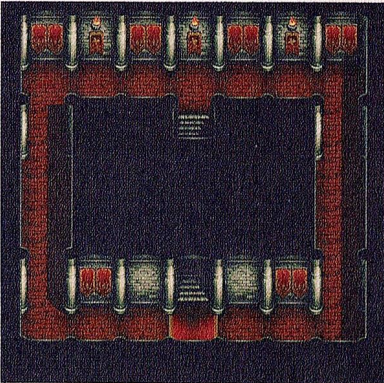
Tomahawk G

Sky Javelin

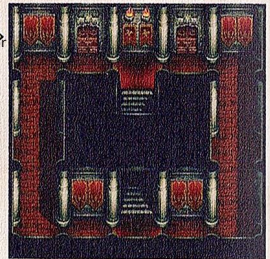
Ancient Staff

Gai's Pendant

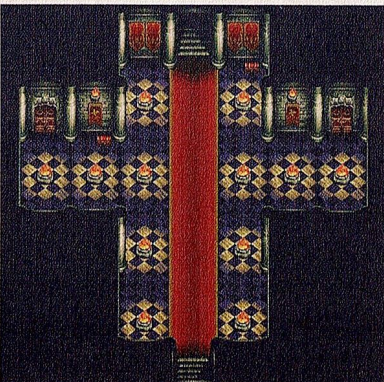
2階



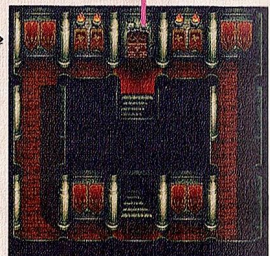
4th Floor



3rd floor



15th floor



20 Cursed Witch

Falgasta

The interior of the magic kingdom Falgasta is a complex dungeon!!

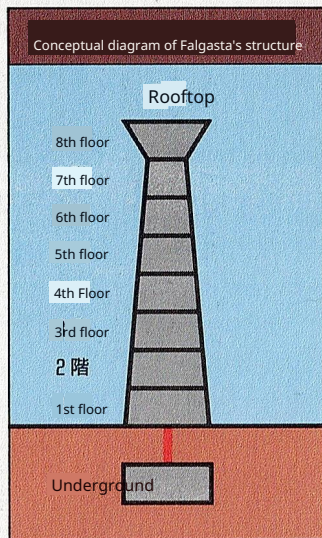
If you deactivate the wards of the Four Holy Towers, you can reach Falgasta by airship. Falgasta is a massive structure composed of eight above-ground floors and one underground floor. Each floor is intricately connected by elevators, warp rooms, warp halls, and the like. Its complexity is extreme; wandering around blindly will only get you lost. Clear it while drawing your own map.



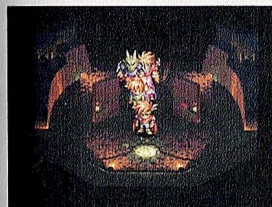
Many magicians live here, but if you talk to them...? Bookshelves are lined with books on various subjects.



There are also a recovery room and a save room. Make sure to learn the routes thoroughly so you can get to them without hesitating.



Means of movement inside Falgasta



Elevator

It activates when you face the switch on either side and press the AC button. There are several elevators, each able to move between 2-3 floors.

Warp Room

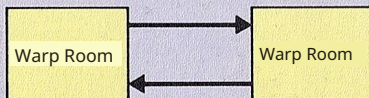
Face the warp device and press the AC button to warp. Memorize warp destinations and master their use. As shown in the right illustration, there are two types of warp rooms.



Warp hole

If you step into here, you will warp to another warp hole. A floor full of warp holes—the warp traps on the 7th floor are terrible.

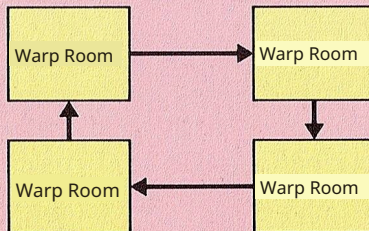
Warp rooms that allow round trips



Two warp rooms form a pair,

allowing free travel back and forth between the two points.

Warp rooms that do not allow round trips



One-way warps that are easy to get lost in. The room at the end serves as the starting point for the next room.

The monsters that appear are of the strongest class

As expected of the last dungeon, the monsters that appear are the strongest. The further down you go, the stronger the enemies that appear. There are also powerful large monsters, but they always appear alone, so they are not too frightening. What you should be careful of are the small fry. Each one is not overwhelmingly strong on its own, but watch out for those that have dangerous special attacks.



If the battle drags on it will be troublesome. Don't hold back with offensive spells; finish it off quickly.

▶ Against large monsters, weapon attacks alone are usually sufficient. You can generally defeat them before allies have a full turn.



Pitfall traps

Pitfall rooms can make you lose track of your current position the first time you fall into one, so be very careful, but they also serve as passageways to continue forward. Remember the locations of pitfall rooms and where they lead so you don't get lost.



◀ If you move to the center of the room, you fall straight into a pit!! You will be dropped down one floor. Once you know the location, stay away from it except when necessary.

The mystery of the forbidden room

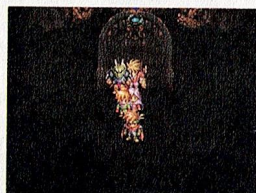
Somewhere in Falgasta there is a place called the "Forbidden Room." It gives off an unmistakable aura of secrecy, but it doesn't seem to be particularly relevant to clearing the game. What role could this room possibly serve?



▶ Not going to the Forbidden Room at all does not affect game progress in the slightest. You won't be disadvantaged if you never learn the room's secret, but it still piques your curiosity...

A warp room that leads to the Graveyard of History

One of Falgasta's warp rooms leads to the Graveyard of History. The airship was destroyed during the invasion of Falgasta, so this is the only way out of Falgasta. Use it for buying items and the like.



▶ The hidden door in the Graveyard of History becomes accessible. Since you started coming and going from Falgasta via warp...

Equipment obtainable in Falgasta

Wizard's Ring

Wizard's Sword

V Yo-yo

Goddess Tiara

Angel Dress *

Izayoi (x1) *

Ancient Armor ※

Goddess Tiara ※

Shield of Serenity *

Sage's Robe ※※

Izayoi (x2) ※※

God Lancer ※※

Sophia's Staff ※※

Goddess Robe **

Feather of Fushicho ※※

Eerie Sword ※※

Rune Mail

Yasuragi no Tate

Fushichō's Shield

(*It is impossible to obtain all of the listed items. The details are a secret...!!)



Albert Odyssey Gaiden

Strategy Data Collection

From spells and items to monsters,

comprehensive data that every adventurer must see!!

For who can use which spells, refer to the party character

Spell and special ability data

— introduction pages in the Knowledge section.

The offensive spell "Karnablad" is a special attack spell that enhances the caster's own combat ability.			
Name	MP	Target	Effect
Lightning	2	Single enemy	Lightning/Spirit +55+ (0~25) attack power
Thunder Blow	13	Single enemy	Lightning/Spirit +300+ (0~50) attack power
Gravity Bomb	22	All Enemies	Gravity/Spirit +450+ (0~200) attack power
Air Arrow	3	Single enemy	Vacuum/Magic +20+ (0~10) attack power
Vortex	7	All Enemies	Vacuum/Magic +45+ (0~20) attack power
Aquarance	5	Enemy's body	Water Flow/Magic +60+ (0~10) attack power
Dynastream	15	All Enemies	Water Flow/Magic +150+ (0~80) attack power
Death Bible	18	All Enemies	If effective, causes stun (HP=0)
Brantilt	5	All enemies	Explosion/Magic +40+ (0~20) attack power
Big Bang	15	All Enemies	Explosion/Magic +350+ (0~100) attack power
Flare Bolt	3	1 Enemy	Flame/Magic +70+ (0~15) attack power
Burst Flare	10	All Enemies	Flame/Magic +240+ (0~100) attack power
Earth Etude	18	All Enemies	Quake/Magic +450+ (0~100) attack power
Stardust	30	All enemies	Meteor/Shockwave? /Magic +800+ (0~100) attack power
Karna Blade	50	Self	Magic Sword/Weapon attack will always be a critical hit

Offensive Support / Defensive Spells: Lower enemy combat effectiveness or temporarily boost allies' abilities.			
Name	MP	Target	Effect
Mind Doubt	7	Enemy (single)	Confuse
Binding	6	Enemy (single)	Paralyze
Dispel	7	Remove spell effects currently affecting a single enemy	
Slowdown	6	Enemy's body	Reduce agility to about half speed
Sleep Preview	5	All Enemies	Put to Sleep
Silence	6	All enemies	Seal spells
Magical Shell	9	One ally: Spell defense	+30 magic power against enemy attack spells
Shadow Mist	4	One ally: Evasion rate up	(+15 points)
Quickness	8	One ally: Speed becomes	approximately double
Protection	2	One ally: Defense up	(+10 points)
Force Blade	6	One ally: Attack power up	(1.25×)
Saving	5	One ally: Vitality up	(1.5× resistance to special attacks)
Melt Barrier	14	All allies: Defense up	(+50 points)
Flow Breath	4	All allies: Combat power up	(Accuracy and evasion +5 points)

The recovery spell "Resurrection" can only be used on allies who are in a knocked-out (unconscious) state.

Name	MP	Target	Effect
Refresh	3:	One ally	— cures status ailments (poison, petrification, paralysis, charm)
Recovery	4:	One ally	— restores HP (half of the ally's maximum HP + magic)
Resurrection	15:	One ally	— revives a knocked-out character with full HP

A movement spell that only the spell Carol can use. Has the same effect as the item "Traveler's Wing".

Name	MP	Target	Effect
Teleportation	8	All allies	Instantly teleport to a town or village previously visited (usable only on the field)

Special ability Dragon Breath is Elder's, and Eagle Dance is Amon's special ability.

Name	MP	Target	Effect
Acid Breath	0	All enemies	Acid Breath / Magic $\times$ (0-10) +20 attack power
Poison Breath	0	All enemies	Poison Breath / If effective, causes paralysis (HP = 0)
Heal Breath	0	All allies	Healing Breath / (Level $\times$ target's vitality) 100-80% + (0-30)
Fire Breath	0	All Enemies	Flame Breath / Magic $\times$ (0-10) +60 attack power
Cold Breath	0	All Enemies	Frost Breath / Magic $\times$ (0-10) +100 attack power
Thunder Breath	0	All Enemies	Lightning Breath / Magic $\times$ (0-5) +150 attack power
Blast Breath	0	All enemies	Shock Breath / Magic $\times$ (0-10) +200 attack power
Eagle Dance	0	All enemies	Attack with half the normal attack power when performing a normal attack

Item List

Items whose price is listed as the sell price are items not sold in shops.

Weapons: Weapons with a specific attribute deal 1.25 times normal damage to enemies weak to that attribute.

Name	Price	Effect	Attribute	Equipped Character
Fati	Unsellable	Attack +5	—	Pike
At first glance a decorated sabre, but actually an intelligent magic sword called the Intelligence Sword. When equipped it grants a saving effect.				
Short Sword	22 Goat	Attack +8	—	Pike
A short-bladed sword.				
Long Sword	36 Goat	Attack +10	—	Pike
A long-bladed sword.				
Scimitar	46 Goat	Attack +13	—	Pike
A slender, gently curved saber.				

Weapon

Name	Price	Effect	Attribute	Equipped Character
Cutteras	54 Goat	Attack +18	—	Pike
A curved sword with a wide blade.				
Broadsword 66 Goat		Attack +24	—	Pike
A double-edged sword made of steel.				
Bastard Sword	88 Goat	Attack +30	—	Pike
A double-edged greatsword.				
Falchion	92 Goat	Attack +34	—	Pike
Lacking in ruggedness but with a thin blade, a sword that suits the word "slash."				
Greatsword 116 Goat	Attack +39		—	Pike
In both size and weight, a greatsword that can only be called truly great.				
Flamecrus 125 Goat		Attack +45	Flame	Pike
A sword sealed with a fire spell.				
Nightsaber 148 Goat	Attack+57		Ice	Pike
A sword favored by the Goat Knights.				
Freeze Rapier 165 Goat		Attack+64	Ice	Pike
A slim sword sealed with a frost spell.				
Earth Sword	180 Goat	Attack+70	—	Pike
A sword sealed with a defense spell. When equipped, it grants the effect of Protection.				
Jewel Sword	198 Goat	Attack+82	—	Pike
The sword boasts high attack power, empowered by the magic contained within the gemstone.				
Gai's Sword	Sell 140	Attack +99	—	Pike
A replica model of the Hero Gai's sword. Even as a replica, its attack power is quite impressive.				
Royal Blade	Sell 143	Attack +118	—	Pike
A greatsword favored by Darna, captain of the Goat Knights.				
Skull Killer	Sell 175	Attack +136	—	Pike
This sword earned its name long ago after cutting through a monster's head in a single strike.				
Sword of Hope	Sell 212	Attack +172	—	Pike
A sword imbued with the wishes for peace held by the people. Its blade is slender and beautiful.				
Material Sword	Sell 250	Attack +205	—	Pike
This world's first alloy sword. Thin, supple, and exceptionally sharp; when equipped, it grants a saving effect.				
Demon Buster 460	Goat Attack +220	Ice Pike		
A sword sealed with an ice spell.				
Magic Sword	Sell 148	Attack +238	Lightning	Pike
A sword sealed with a lightning spell.				

Weapon				
Name	Price	Effect	Attribute	Equipped Character
Ely Sword	Sell 400	Attack +250	—	Pike
A sword sealed with an agility spell. When equipped, it grants the Quickness effect.				
Bola	Sell 21	Attack +7	—	Craftsmanship
A rope-like weapon with weights on both ends.				
Darts	44 Goat	Attack +10	—	Craftsmanship
Throwing arrow.				
Wolf Claw	50 Goat	Attack +14	—	Craftsmanship
A weapon worn on the fingertips to scratch and attack an opponent.				
Chakram	63 Goat	Attack +19	—	Craftsmanship
A throwing knife with blades on both ends.				
Francisca	82 Goat	Attack +26	—	Strength
A small throwing axe.				
Pineapple	86 Goat	Attack +30	—	Craftsmanship
A hand grenade loaded with gunpowder.				
Willow leaf	110 Goat	Attack +32	—	Strength
A knife with a thin, razor-like blade.				
Thunder Nail	120 Goat	Attack +36	Lightning Craft Power	
A weapon worn on the fingertip to scratch and attack the opponent. A lightning spell is sealed within.				
Dark Frisbee	142 Goat	Attack +40	—	Craftsmanship
A metal, disc-shaped weapon with blades around its perimeter.				
Southern Cross	186 Goat	Attack +49	—	Craftsmanship
Cross-shaped shuriken. An agility spell is sealed within, granting a quickness effect when equipped.				
Orichalcum	158 Goat	Attack +67	—	Craft Power
A dagger made of ancient metal. Grants a saving effect when equipped.				
Sakura Yo-yo	173 Goat	Attack +80	—	Craftsmanship
A yoyo made from a special metal. A pattern of cherry blossom petals drifts faintly across it, making it very beautiful.				
Hösenka (Japanese plant name: Impatiens balsamina)	188 Goat	Attack +120	Craft Power	
Hand-thrown grenade.				
Tsuki Frisbee	Sale 131	Attack+ 143	—	Craftsmanship
A metal, disc-shaped weapon with blades around its perimeter.				
W-Haken	Sell 287	Attack+ 166	—	Craftsmanship
A claw in the shape of a key worn on the back of the hand, with blades on the inside. When equipped, critical hits increase.				
Sluggers	350 Goat	Attack+184	—	Craftsmanship
A boomerang-shaped weapon with sharp blades.				

Weapon

Name	Price	Effect	Attribute	Equipped Character
Tomahawk G	Sell 250	Attack +191	—	Craftsmanship
Hand-thrown axe. A spell of resistance is sealed; when equipped it grants a saving effect.				
V's Yo-yo	Sell 375	Attack +210	—	Eka
A yo-yo with defensive spells sealed and unparalleled destructive power—the strongest yo-yo in history. When equipped it grants a protection effect.				
Gekkou (Moonlight)	Sell 40	Attack +20	—	Elder
The elder's sword inherited from his father.				
Kotetsu	83 Goat	Attack +23	—	Elder
Unadorned, but therefore a sword suited to practical use.				
Ashura	90 Goat	Attack +27	—	Elder
The blade is long and has a rough, fierce atmosphere.				
dōtanuki (Japanese raccoon dog)	120 Goat	Attack +32	—	Elder
A sword said to even purify vengeful spirits.				
Mondo's Sword	Sell 70	Attack +40	—	Elder
Small in size, but consequently excellent in handling.				
To be frightened	156 Goat	Attack +48	—	Elder
A fine sword sheathed in a tastefully crafted scabbard.				
Murasa(me)	122 Goat	Attack +57	—	Elder
This famed blade is said to always be faintly wet.				
Taishakuten	Sell 90	Attack +63	—	Elder
A sword with a blade so wide it could be mistaken for a bastard sword.				
Byakkotō	160 Goat	Attack +74	—	Elder
A sword with a white hilt (tsuka) carved with a tiger relief.				
Kisaragi	177 Goat	Attack +88	—	Elder
A sword whose blade evokes the supple grace of a willow.				
Bizen Osafune	193 Goat	Attack +99	—	Elder
Its slender blade enchants anyone who looks upon it.				
Fūrinkazan (Wind, Forest, Fire, Mountain) Oni's Strategy	225 Goat	Attack +120	—	Elder
Unlike most swords of this type, this blade has a rugged, sturdy spine.				
Hyakkimaru	Sell 237	Attack +158	—	Elder
A great sword with a blade length of nearly 2 meters.				
Izayoi (Sixteenth night / name)	470 Goat	Attack +193	—	Elder
A legendary phantom sword among the dragonkin.				
Pirom	Sell 50	Attack +32	—	Amon
A metal spear.				

Weapon

Name	Price	Effect	Attribute	Equipped Character
Eagledagger	90 Goat	Attack +35	—	Amon
A spear with a sharp blade commonly used by birdfolk warriors.				
Long Spear	108 Goat	Attack +40	—	Amon
A spear longer than a pilum, with a shaft made of wood, making it relatively lightweight.				
Javelin	Sell 73	Attack +46	—	Amon
A spear with a thick metal shaft. It is correspondingly heavy, but its power is considerable.				
Grave	140 Goat	Attack +54	—	
A weapon shaped similar to a naginata.				
Halberd	155 Goat	Attack +62	—	Amon
A weapon that combines a spear and an axe.				
Heavy Lance	170 Goat	Attack +70	—	Amon
Pole spear (hoko yari).				
Double Lancer	185 Goat	Attack +84	—	Amon
A spear with barbs at both ends				
of the head. Trident	216 Goat	Attack +95	—	Amon
A spear whose head splits into				
three. Partisan	Sell 143	Attack +120	—	Amon
Weapon with a spear-like appearance but a broadened base of the blade. Grants				
Protection when equipped. Phalanx Sell 231 Attack +159 Amon				
Extremely long thrusting spear.				
Sky Javelin	Sale 287	Attack +188	—	Amon
A light-weight spear made for the birdfolk.				
Beast Lance	500 Goat	Attack +210	—	Amon
A spear-lance sealed with defense magic. Equipping it grants the Protection effect.				
God Lancer	Sell 356	Attack +222	—	Amon
That strike is said to pierce even gods, a legendary spear-lance.				
Mage Staff	sell 71	Attack +20	—	Carol
The most standard staff carried by mages.				
Power Staff	135 Goat	Attack +30	—	Carol
A staff with one large knot near the top.				
Flame Rod	150 Goat	Attack +42	Fire	Carol
A longer staff sealed with fire magic.				
Minkey Rod	Sell 106	Attack +53	—	Carol
A longer staff sealed with defense magic. Equipping it grants the Protection effect. The name sounds familiar, but it cannot transform.				

Weapon

Name	Price	Effect	Attribute	Equipped Character
Grace Rod	165 Goat	Attack +65	—	Carol
A longer staff suitable for bludgeoning.				
Blizzard Wand	180 Goat	Attack +78	Ice	Carol
A short staff sealed with a frost spell.				
Chōwa Staff	210 Goat	Attack +94	—	Carol
A staff sealed with a spell of resistance. When equipped, it grants a saving effect.				
Ancient Staff	Sell price 212	Attack +122	Lightning	Carol
A staff once held by an ancient mage, sealed with a lightning spell.				
Sophia's Staff	Sell price 368	Attack +155	—	Carol
A staff imbued with the blessing of the Great Sage Sophia. When equipped, it grants the effect of Melt Barrier.				

There are armor versions for males and females, and only Carol uses a dedicated item.

Name	Price	Effect	Equipped Character
Everyday clothes	Sell price 5	Defense +2	Pike, Elder, Amon
These are the clothes people in this world wear daily.			
Cotton Armor	18 Goat	Defense +4	Pike, Elder, Amon
An item more like sturdy clothing than a true armor.			
Leather Armor	48 Goat	Defense +7	Pike, Elder, Amon
Soft and easy to move in, leather armor.			
Hard Leather	62 Goat	Defense +10	Pike, Elder, Amon
Hard and sturdy leather armor.			
Ring Mail	70 Goat	Defense +14	Pike, Elder, Amon
Armor with metal rings sewn into the leather armor.			
Splint Mail	88 Goat	Defense +18	Pike, Elder, Amon
Armor made by weaving together metal pieces.			
Banded Mail	114 Goat	Defense +22	Pike, Elder, Amon
Armor with metal plates affixed to the leather armor.			
Chain Mail	123 Goat	Defense +28	Pike, Elder, Amon
Armor made by weaving small metal rings with metal thread.			

Armor			
Name	Price	Effect	Equipped Character
Plate Mail 138	Goat	Defense +34	Pike, Elder Amon
Armor made by fitting metal plates onto chain mail.			
Night Suit	152	Goat Defense +37	Pike, Elder, Amon
Armor covering the whole body with worked metal plates. Favored by the Goat Knights.			
Hero's Armor Sell 100	Defense +40	Pike, Elder, Amon	
Armor said to be blessed by the hero Albert.			
Mithril Mail 165	Goat	Defense +45	Pike, Elder, Amon
Plates of mithril, a light yet stronger material than ordinary metal, Armor fitted onto chain mail.			
Flame Armor 198	Goat	Defense +49	Pike, Elder, Amon
Armor with excellent resistance to fire.			
Thunder Armor 230	Goat	Defense +52	Pike, Elder, Amon
Armor with excellent resistance to lightning.			
Phantom Armor Sell 171	Defense +54	Pike, Elder, Amon	
A legendary armor said to leave no chance of survival to those who fight someone wearing it.			
Armor of Wind	Sell 181	Defense +58	Pike, Elder, Amon
Armor made from a mysterious material that makes one feel no weight.			
Dragon Mail 320	Goat	Defense +63	Pike, Elder Amon
Armor that covers the entire body with dragon scales.			
Holy Armor 368	Goat	Defense +66	Pike, Elder, Amon
A sacred armor purified with holy water.			
Ancient Armor Sell 243	Defense +70	Pike, Elder, Amon	
Armor made in ancient times, boasting defensive power now impossible to reproduce.			
Rune Mail	Sell 262	Defense +78	Pike, Elder, Amon
Legendary armor that has long been rumored to exist somewhere.			
Dress for going out	Sell 9	Defense +5	Eka, Leos
Beautiful clothes worn when going out.			
Songstress's Dress 46	Goat	Defense +7	Eka, Leos
The same as Eka's stage costume.			
White Robe	68	Goat Defense +11	Eka, Leos
Clothing preferred by female priests.			
Ai's leotard sold 51	Defense +15	Eca, Leos	
Easy to move in and highly breathable, but it can make men a little flustered.			
Half Coat	110	Goat Defense +18	Eca, Leos
A short coat reaching around the thighs.			

Name	Price	Effects		Equipped Character
Guardian Dress	120	Goat Defense +23	Eka, Leos	
Leather has been sewn to the inside of the garment to increase its defense. A design that does not diminish girlishness.				
Amazoness Garb	Sell 84	Defense +29	Eka, Leos	
A wild-designed leather outfit.				
Hayate's Bikini	144	Goat Defense +36	Eka, Leos	
A design focused on mobility with excellent agility.				
Wind One-piece	Sell 97	Defense +42	Eka, Leos	
A dress that raises defense by surrounding the wearer with wind.				
Combat Dress	185	Goat Defense +48	Eka, Leos	
Sturdy, hard leather is sewn on, yet it also allows ease of movement.				
Robe of Light	210	Goat Defense +53	Eka, Leos	
A robe imbued with the blessings of many sages.				
Fairy Garment	250	Goat Defense +58	Eka, Leos	
One of the few garments woven by fairies.				
Heavenly Feather Robe	Sell 162	Defense +66	Eka, Leos	
A light feather robe that emits a rainbow sheen.				
Magic Bikini	Sell 177	Defense +72	Eka, Leos	
A bikini whose defense is enhanced by magic. Those nearby feel very thrilled.				
Angel Dress	Sell 187	Defense +79	Eka, Leos	
A dress woven from pure white, lustrous holy thread.				
Sage's Mantle	Sell 193	Defense +83	Eka, Leos	
A robe imbued with the wishes of the Great Sage Sophia.				
Thin Robe	Sell 70	Defense +20	Carol	
Clothing that mages typically wear on a daily basis.				
Silk Robe	125	Goat Defense +24	Carol	
A robe woven from silk with a glossy sheen.				
Mage's Robe	138	Goat Defense +35	Carol	
A robe permitted only for wear by skilled magicians.				
Fairy Robe	Sell 100	Defense +42	Carol	
One of the few robes woven by the fairies.				
Princess's Robe	200	Goat Defense +53	Carol	
A robe whose design evokes elegance within clarity.				
Stardust Robe	240	Goat Defense +64	Carol	
An elegant robe woven from a slightly thick fabric dyed black with embroidery in gold thread.				

Name	Price	Effect	Equipped Character
Sacred Robe	Sell 165	Defense +78	Carol
A robe purified with holy water.			
Magical Robe	Sell Price 175	Defense +89	Carol
A legendary robe that mages continued to weave for the purpose of amplifying magical power.			
Goddess's Robe	Sell 187	Defense +100	Carol
An illusionary robe imbued with the blessing of the goddess Quon.			

Shield Elders wield weapons in both hands as dual blades, so they cannot equip a shield.			
Name	Price	Effect	Equipped Character
Small Shield	Sell 3	Defense +1	Pike, Amon
A rather small shield.			
Large Shield	13 Goat	Defense +3	Pike, Amon
A shield of standard size.			
Kite Shield	44 Goat	Defense +6	Pike, Amon
A vertically elongated shield primarily used on horseback.			
Round Shield	62 Goat	Defense +8	Pike, Amon
A circular shield.			
Tower Shield	100 Goat	Defense +10	Pike, Amon
A square-shaped shield.			
Knight Shield	148 Goat	Defense +12	Pike, Amon
A vertically long shield that can protect the wearer's legs.			
Hero's Shield	Sell for 95	Defense +14	Pike, Amon
A shield said to bear the blessing of the hero Albert.			
Kagami Shield	165 Goat	Defense +16	Pike, Amon
A shield whose surface is covered with a mirror, excellent for magic defense.			
Fushichō's Shield	Sale 118	Defense +18	Pike, Amon
The phoenix relief is also divine, a legendary shield that accepts no attack.			
Aemel	Sell for 11	Defense +2	Eka, Leos, Carol
Small and light, a shield that is easy for women to handle.			
Turtle Shell	40 Goat	Defense +5	Eka, Leos, Carol
A shield made from a turtle's shell.			
Buckler	60 Goat	Defense +7	Eka, Leos, Carol
A smaller circular-shaped shield.			

Name	Price	Effect	Equipped Character
Hōseki no Tate (Gem Shield)	Sell 84	Defense +10	Eka, Leos, Carol
A shield that increases defensive power through the magical energy hidden in its gemstone.			
Magic Shield	150 Goat	Defense +15	Eka, Leos, Carol
Small and lightweight, this shield boasts high defensive power thanks to the protection of a noble mage.			
Yasuragi no Tate	Sell 112	Defense +20	Eka, Leos, Carol
A legendary shield said to have had an infant sleeping peacefully behind it during the heat of battle.			

Other (Accessory) Equipping this increases various abilities.

Name	Price	Effect	Equipped Character
Fushichō no Hane (Phoenix Feather)	Sell 350	Defense +10, Agility +5, Life +38, Magic +10	Pike
A feather ornament imbued with the protection of a phoenix.			
Star Brooch	Sell 6	Life +18, Mana +18	All members
A jewel brooch that trapped the twinkle of a star inside black crystal.			
Sophia's Cloak	Sell 425	Defense +15, Life +26, Magic +20	Carol
A cloak blessed by the archmage Sophia.			
Protect Ring	Sell 31	Defense +5	All members
A ring sealed with a defensive spell.			
Holy Symbol	Sell 37	Evasion +5, Life +12	All members
A pendant blessed by a holy prayer.			
Wizard's Ring	Sell 50	Magic +8	All members
A ring to amplify magical power.			
Gale Boots	Sell 62	Agility +5	All members
Boots sealed with the Agility spell.			
Knight's Wristband	Sell 62	Hit +15, Evasion +5	All members
An accessory for men that a warrior would want to wear on his arm.			
Force Ring	Sell 75	Attack +12	All members
A tarnished silver ring that enhances potential.			
Gai's Pendant	Sell 93	Attack +10, Defense +10, Life +10, Magic +5	All members
A pendant imbued with the breath of the hero Gai.			
Goddess's Tiara	Sell 162	Defense +10, Life +5, Magic +10	All members
A tiara that emits a translucent light.			
Amulet	Sell 175	Agility +5, Magic +15	All members
A protective charm.			

Items: Items marked with a ★ may be dropped by monsters.

Name	Price	Target	Effects / Notes
Special Mint★	8 Goat	Ally 1	Restores about 40-50 HP; a delicious mint candy.
Premium Mint★	20 Goat	Ally 1	Restores about 200 HP. A candy made with carefully selected mint.
Finest Mint★	140 Goat	Ally 1	Fully restores HP. A mint candy called the most delicious of the delicious.
Herb of Tranquility★	6 Goat	Ally 1	An herb that cures poison.
Cockatrice Fang★	10 Goat	Ally 1	Cures petrification.
Banshee Tear★	12 Goat	Ally 1	A tear-colored medicine that cures paralysis and charm.
Revitalizing Herb★	160 goat	One ally	An herb that revives those who have fallen by restoring HP.
Traveler's Wings	20 goat	All allies	Instantly teleport to a town or village you have visited before. (Cannot be used in battle)
Powerful Potato★	?	One ally	Increases maximum HP by 4 points. (Cannot be used in battle)
Magic Tomato★	?	One ally	Increases maximum MP by 2 points. (Cannot be used in battle)
Minky Drink★	?	One ally	A restorative drink that restores MP to half of the maximum.
Miracle Mango★	Sell 1125	Ally 1	A fruit that fully restores HP and MP.
Camping Set★	40 Goat	All allies	Fully restores HP and MP. (Cannot be used in battle)
Gag	Sell 10	All enemies	A gagging cloth that prevents the use of spells.
Aleph Talisman ★	70 Goat	All allies	A sacred talisman that raises defense.
Kajiba Energy★	Sell 37	One ally	A restorative drink that raises attack power.
Demonic Chime	60 Goat	—	Calls monsters with a suspicious tone. (Cannot be used during battle)
Smiley Card	Cannot be sold	—	A bargain card that lets you shop cheaply at stores. (Cannot be used during battle)
Eerie Ring	Sell 125	All allies	Increases combat power, hit rate, and evasion rate. Usable any number of times.
Pink Rouge★	Sell 10	—	Lipstick that makes a woman attractive. Can draw enemy attention.
Ryu Horn★	Sell 750	—	A charm that prevents encounters with monsters. (Cannot be used during battle)
Silver Candlestick	Sell 112	—	????
Ivory Seal	Sell 62	—	????
Black Rosary★	Sell 93	—	????

Monster Data

Introduces all monsters appearing in the game. Devise effective strategies according to your enemies and fight.

Monster Weaknesses

Some monsters are weak to one of fire, ice, or lightning. Attacking them with spells or weapons of that element will be more effective.

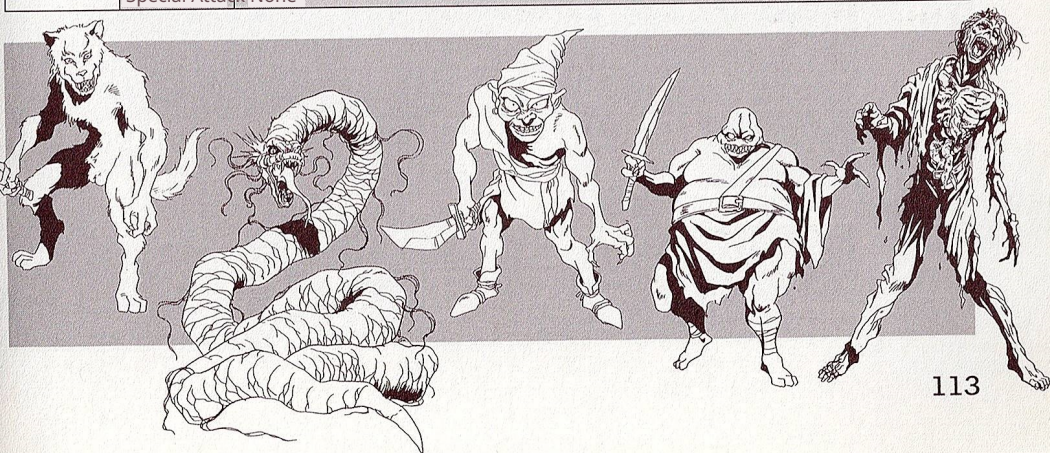
Special Attack

In addition to normal attacks, the monster has special attack methods. Refer to the list of special attacks starting on page 123 for the effects of each special attack.

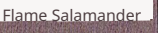
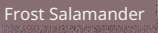
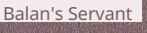
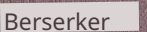
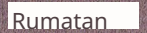
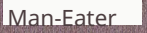
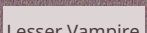
Minor Monster

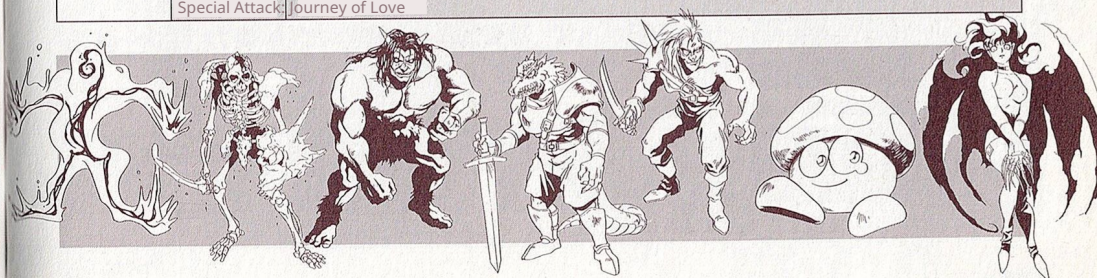
	Kobold	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Vitality	Weakness
		11	0	8	0	35	1	0	8	Fire	
	Special Attack: None										
	War Dog	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Vitality	Weakness
		103	0	63	28	74	9	43	6	20	Fire
	Special Attack: None										
	King Kobold	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Vitality	Weakness
		268	0	172	62	100	37	48	9	36	—
	Special Attack: King's Roar										
	Bit Viper	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
						100	100	0	17	35	Ice
	Special Attack: None										
	Ananta	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
		335	0	172	65	90	44	48	4	53	Fire
	Special Attack: Bite										
	Snark	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
		628	0	276	98	111	66	65	10	50	—
	Special Attack: None										
	Redcap	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
							102	37	20	34	7
	Special Attack: Evasion										
	Leprechaun	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
		60	0	30	13	61	3	36	5	18	—
	Special Attack: Evasion										
	Imp	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
		54	0	28	12	62	3	36	3	17	—
	Special Attacks: Peeking from below, Fleeing										

	Goblin	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
		21	0	12	53	80	33	20	10		
	Special Attack: Chienetsu										
	Knocker	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
		38	0	20	8	53		0	35	4	13
	Special Attack: Fairy Tale										
	Mage Goblin	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
		24	4	11	5	37	0	30	2	9	—
	Special Attack: Flare Bolt										
	Goblin Shaman	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
		52	7	25	10	60		2	35	5	15
	Special Attack: Rock Blaster										
	Zombie	HP	MP	Attack	Defense	Accuracy	Evasion	Speed	Magic	Life	Weakness
		23	0	11	4	36		0	31	1	200
	Special Attack: None										
	Wendigo	HP	MP	Attack	Defense	Accuracy	Evasion	Speed	Magic	Life	Weakness
		238	0	160	58	88		40	46	10	200
	Special Attack: None										
	Giant Rat	HP	MP	Attack	Defense	Accuracy	Evasion	Speed	Magic	Life	Weakness
		37	0	17	7	52		2	33	3	9
	Special Attack: Scratch										
	Vampire Rat	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Vitality	Weakness
		77	0	43	21	66	6	6	14	Fire	
	Special Attack: Vampirism										
	Familiar	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Vitality	Weakness
		188	0		116	52	83	37	48	8	34
	Special Attack: None										



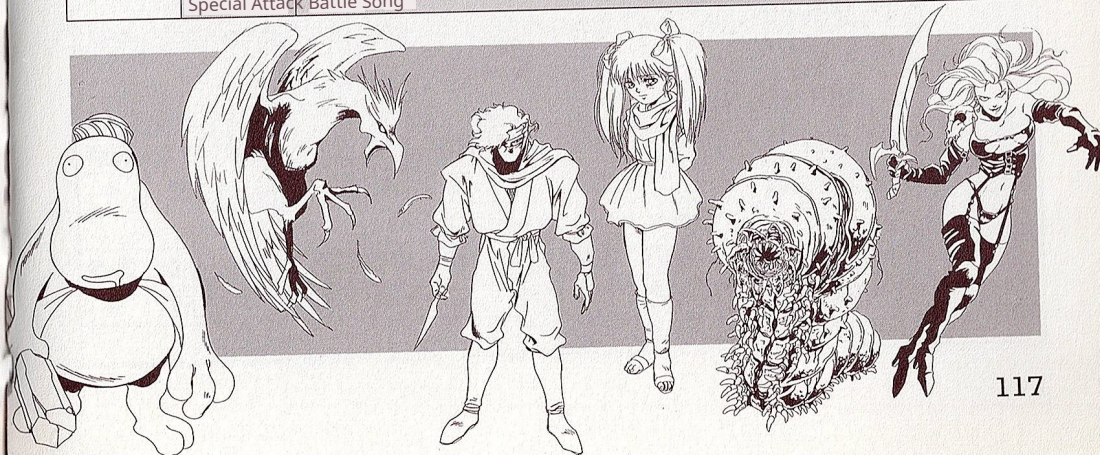
	Blue Slime	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Vitality	Weakness					
		42	0	20	65	20	32	31	3	Fire						
	Special Attack Fusion]															
	Blob	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Vitality	Weakness					
		80	0	37	20	62				3	35	7	18	Lightning		
	Special attack: None															
	Red Slime	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Vitality	Weakness					
		122	0	60	30	71				5	39	5	23	Fire		
	Special Attack: Fusion															
	Ooze	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Vitality	Weakness					
		210	0	108	47					78	274	5	7	25	Lightning	
	Special Attack: None															
		Skeleton	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Vitality	Weakness				
		46	0	23	10	53				2	33	5	200		—	
Special Attack		None														
	Bone Golem	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Vitality	Weakness					
		100	0	55	26	68				7	36	5	105		—	
	Special Attack: None															
	Skull Lord	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness					
		588	0	248	88	125				58	50	16		200	—	
Special Attack: None																
	Hobgoblin	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness					
		48	0	26	8	55				2	35	4		14	—	
	Special Attack: None															
	Ogre	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Vitality	Weakness					
		65	0	40	18	88				5	30	1	1		—	
	Special Attack Will finish it next															
	Bogard	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Vitality	Weakness					
		212	0	119	54	78	29	45	7	31					—	
Special Attack None																
	Lizardman	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Vitality	Weakness					
		46	0	28	48	60	2	36	4	1	Ice					
	Special Attack: None															
	Lizard Captain	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness					
		98	20	31	48	66				5	38	4	1		Ice	
	Special Attack: Yarrow, Come On															

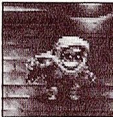
		HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Vitality	Weakness
		310	0	188	70	87	47	50	12	50	Ice
		Special Attack: Flare Storm									
		HP	MP	Attack	Defense	Accuracy	Evasion	Speed	Magic	Life	Weakness
		350	0	203	77	92		51	53	10	Fire
		Special Attack: Frost Chain									
		HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Vitality	Weakness
		67	0	39	20	66	4	36	5	17	—
		Special Attack: Evasion									
		HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Vitality	Weakness
		97	0	55	24	72		8	39	4	—
		Special Attack: None									
		HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
		110	0	68	33		91	15	42	1	84
		Special Attack: None									
		HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Vitality	Weakness
		73	0	42	19	64		5	35	3	Fire
		Special Attack: Poison Spore									
		HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
		150	0	90	40	73		17	42	8	26 Lightning
		Special Attack: Paralysis Spore									
		HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
		90	0	52	25	69	7	36	9	22	Lightning
		Special Attack: Neck Bite									
		HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
		240	0	170	63	83		40	49	10	—
		Special Attack: Lick									
		HP	MP	Attack	Defense	Hit	Evasion	Agility	Magic	Power	Life Weakness
		502	0	247		87	114	70	54	7	82
		Special Attack: Journey of Love									



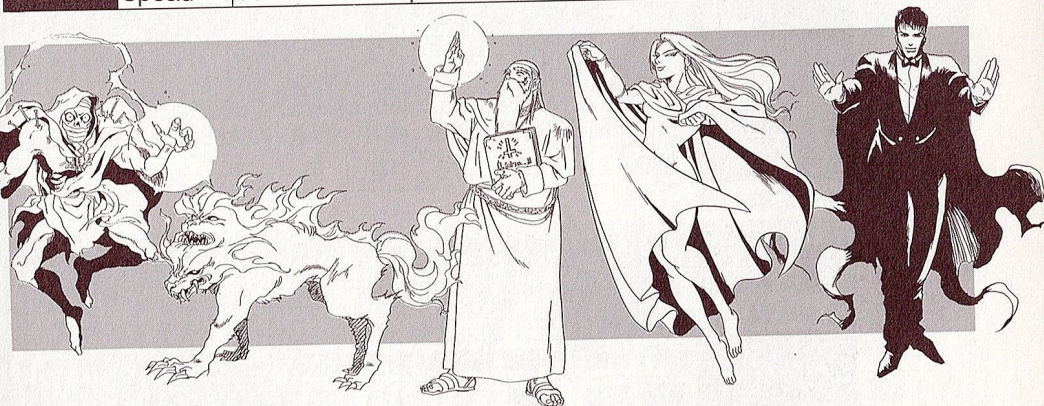
	Bugbear	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness	
		99	0	58	25	89	12	39	7	33	—	
	Special Attack: None											
	Troll	HP	MP	Attack	Defense	Accuracy	Evasion	Speed	Magic	Power	Life	Weakness
		250	0	100	43	78		224	38		61	Fire
	Special Attack: Itai no Tobunke (Pain—Fly Away)											
	Ologhai	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness	
		489	0	260	82		110	57	56	12	65	—
	Special Attack: None											
	Cockatrice	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness	
		103	0	65	30		75	12	38	6	21	—
	Special Attack: Petrification Flash											
	Periyuton (Periton)	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness	
		300	0	178	62	85		44	48	11	55	—
	Special Attack: None											
	Scout	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Vitality	Weakness	
		124	0	80	38	79	20	52	4	21	—	
	Special Attacks: Evasion, Veteran Skill, Pickpocket											
	ヤクSha	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Vitality	Weakness	
		366	0	183	66	88	46	49	12	55		—
	Special Attack: None											
	Assassin	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Vitality	Weakness	
		530	0	264	98	154		110	56	12	180	—
	Special Attack: None											
	Banshee	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness	
		15	0	45	23	67		74	40	5	20	—
	Special Attack: Evasion											
	Fay	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness	
		133	0	88	40	83		84	43	20	32	—
	Special Attack: None											
	Dryad	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness	
		200	0	124	53	78		94	45	12	34	Fire
	Special Attack: Song of Lovers											
	Spriggan	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness	
		330	0	198	70	88		108	48	45	172	—
	Special Attack: Don't Bully Me											

	Sandworm	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Vitality	Weakness
		2300	9341	41	7676	1943	5	LO33	3333		—
	Special Attack: gastric juice										
	Soul Eater	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Vitality	Weakness
		5000	265	100	1056	054	11	100			—
	Special Attack: heart crusher										
	Naga	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Vitality	Weakness
		18820	1014	584							—
	Special Attack: none										
	Medusa	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
				0	115	48	74	27	45	15	45
	Special Attack: cold gaze										
	Lamia	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Vitality	Weakness
		435	0	237	78	100	62	55	16	79	—
	Special Attack: summon the queen										
	Ancient Naga	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Power	Life
		535	372	979	4105			62	52	30	127
	Special Attack: none										
	Thunder Spark	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Power	Life
		2780	122	55	88			35	50	4	22
	Special Attacks: None										
	Lady Belzelga	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Power	Life
		400		0	212	58	114	47	47	9	70
	Special Attack: None										
	Berserker Valkyrie	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
		4160	220	82			115	78	53	7	95
	Special Attack: Battle Song										



	Wraith	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
		88	0	52	22	67	6	40	10	200	—
	Special Attack: Nether Hurricane										
	Wight	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
		242	0	152	60	85					
	Special Attack: Energy Drain										
	Specter	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
		499	0	260	90	110	59	50	11	200	—
	Special Attack: Dead Slash										
	Blink Dog	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
		135	0	85	38		73	17	43	10	24
	Special Attack: None										
	Hellhound	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
		330	0	165	61	109					
	Special Attack: Hellfire										
	Bandersnatch	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
		360	0	193	72	88					
	Special Attack: Final Blow										
	Cerberus	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
		500	0	250	90		110	65	58	11	81
	Special Attack: None										
	Conjuror	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
		154	40	94	42	75					
	Special Attacks: Dispel, Binding										
	Druid	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
		235	52	164	60	81					
	Special Attack: Poison Cloud										
	Necromancer	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Power	Life Weakness
		500		45	214	80	110	54	55	45	75
	Special Attack: Create Dead										
	Witch	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
		160		48	98	44	77	25	44	18	28
	Special Attack	Magic Charm, Shadow Flower									
	Shaman	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
		340		32	189	67	90	55	45	43	59
	Special Attack	Earth Shake, Aura Barrier									

	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
 Ancient	480	40	260	87	100	60	58	20	89	—
Special Attacks:	Gigaflare, Gigastream									
 Evil Priest	177	25	107	48	76	29	45	18	30	—
Special Attack:	Recovery									
 Lich	637	57	284	88	108	64	54	35	200	—
Special Attacks:	Gravity Bomb, Big Bang									
 Death	650	46	310	95	110	65	52	15	198	—
Special Attack:	Death Bible									
 Vampire Lord	620	40	310	108	120	43	57	25	200	雷
Special Attacks:	Thunder Spark, Curse									



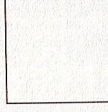
Large Monster

	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Vitality	Weakness
 Frame Giant	8740	280	78	127	57	55	47	8	Ice	—
Special Attack:	Frame Voice									
 Frost Giant	9500	295	100	115	63	54	18	12	Fire	—
Special Attack:	Frost Voice									
 Storm Giant	9500	420	110	120	69	57	12	190	—	—
Special Attack:	Storm Voice									

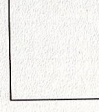
	Black Dragon	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness	
		900	20	340	90	124		63	54	15	97	—
	Special Attack	Acid Breath										
	"Red Dragon	HP	MP	Attack	Defense	Accuracy		Evasion	Agility	Magic	Life	Weakness
		950	0	380	100	110		62	55	18		162 Ice
	Special Attack	Fire Breath										
	Dragon Zombie	HP	MP	Attack	Defense	Accuracy		Evasion	Agility	Magic	Vitality	Weakness
		950	0	412	115	118		72	60	17	200	Lightning
	Special Attack	Poison Breath										
	Lesser Demon	HP	MP	Attack	Defense	Accuracy		Evasion	Agility	Magic	Vitality	Weakness
		880	0	280	79	129		59	57	30	88	—
	Special Attack	None										
	Belial	HP	MP	Attack	Defense		Accuracy	Evasion	Agility	Magic	Life	Weakness
		937	0	300	90		113	61	54	18	90	—
	Special Attack	Melody of Ruin										
	Balroo	HP	MP	Attack	Defense	Accuracy		Evasion	Agility	Magic	Vitality	Weakness
		920	0	360	110	113		67	55	18	180	—
	Special Attack	Flutter										
	Cyclops	HP	MP	Attack	Defense	Accuracy		Evasion	Agility	Magic	Life	Weakness
		800	0	360	76	140		55	52	14	4	—
	Special Attack	None										
	Argos	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness	
		945	0	420	105	120	68	59	8	4		—
	Special Attack	Earth Tremor										
	Titan	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness	
		972	20	480	118	117	59	60	12	4		—
	Special Attack	None										
	Ancient Tree	HP	MP	Attack	Defense	Accuracy		Evasion	Agility	Magic	Life	Weakness
		573	0	143	65	93		40	50	10	60	Fire
	Special Attack	None										
	Ent	HP	MP	Attack	Defense	Accuracy		Evasion	Agility	Magic	Life	Weakness
		668	0	187	74	87		45	48	10	63	Fire
	Special Attack	None										
	Forn	HP	MP	Attack	Defense	Accuracy		Evasion	Agility	Magic	Life	Weakness
		903	0	300	80	107		56	52	15	77	Fire
	Special Attack	Root Bind										

	Mimic	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
		1000	15	800	100	128	37	53	50	200	—
		Special Attack: None									

Mid-boss Monster

	Earth Dragon	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Vitality	Weakness
		?	0	280	60	120	40	50	35	150	—
		Special Attack: None									
	Great Sea Devil	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
		?		0	400	70				180	Lightning
		Special Attack: Spin Stream									
	Tetsu Gojin (First Encounter)	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
		?		0				160	5	40	200
		Special Attack: Scan Laser									
	Tetsu Gojin (Second Encounter)	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
		?		0				55	55	0	200
		Special Attack: Scan Laser									

Boss Monster

	Bernard (Initial confrontation)	HP	MP	Attack	Defense	Accuracy	Evasion	Speed	Magic	Life	Weakness
				0	18			2	40	10	199
		Special attack: None									
	Frontier	HP	MP	Attack	Defense	Accuracy	Evasion	Speed	Magic	Life	Weakness
		?	40	100	35	110		20	43	25	200
		Special attacks: Lightning, Quickness									
	Lachesta	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Power	Life
		?		45	100						—
		Special attacks: Flow Breath, Protection, Recovery, Saving									
	Balan (Part One ①)	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
		?		0	80	80	100	30	35	10	200
		Special Attack: None									
	Baran (Part I ②)	HP	MP	Attack	Defense	Accuracy	Evasion	Speed	Magic	Life	Weakness
		?		0	80	50	100	20	35	10	180
		Special attacks: None									

	Bernard	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
		(for final battle)	?	180	200	50	120	30	55	150	200
		Special attacks: Lightning, Quickness									
	Radoria	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
			?	255	220	72	150	35	65	120	200
		Special attacks: Capricorn Arrow, Quickness, Icicle Bomb									
	Guardian's Arm	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
			?	0	500	120	150	30	64	150	200
		Special attack: Icon's Tear									
	Ram	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
			?	0	300	75	140			8	50
		Special attack: Sexy Doll									
	Fake Elder	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Power	Life Weakness
		???	???	???	???	???	???	???	???	???	???
		Special Attack: Dragon Breath. Possesses exactly the same stats as the genuine Elder.									
	(Part II)	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
		?	0	500	140	170	68	63	10	200	
		Special Attack: Grand Swing									
	Krishna	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Power	Life Weakness
			?	255	500	110	160	47	66	150	200
		Special Attacks: Lucifer Gate, Astral Ring, Force Blade, Poison Cloud, Vortex, Magic Charm									
	Ein	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
		?	?	580	20	14	50	72	100	?	?
		Special Attacks: Flare Break, Quickness, Atomic Flare, Magical Shell									
	Fourth Follower	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
		?	?	255	580	150	175	50	75	80	200
		Special Attacks: Thunder Blow, Magical Shell, Protection, ???????									
	Noma	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
			?	255	700	120	180	85	72	200	200
		Special Attacks: Star Javelin, Dynastream, Earth Howling, Magical Shell, Gravity Bomb, Big Bang									
	特殊攻撃	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Life	Weakness
		???	?	255	800	130	200	92	75	200	200
		特殊攻撃: ?????????, ???????, ???????, ?????????									
	特殊攻撃	HP	MP	Attack	Defense	Accuracy	Evasion	Agility	Magic	Vitality	Weakness
		???	?	999	999	220	200	100	83	200	200
		特殊攻撃: ???????, ??????									

Spells and Special Attacks of Small and Large Monsters

Some enemy special attacks are not very useful, but there are monsters that possess vicious special attacks, so be very careful. Also, depending on the enemy type, in addition to monster-only spells, there are those that use the same spells as the protagonist party (see the list on the right).

Spells that monsters use which are the same as those used by the protagonist party

- Lightning ● Dispel
- Thunder Blow ● Magical Shell
- Gravity Bomb ● Quickness
- Vortex ● Protection
- Dynastream ● Force Blade
- Death Bible ● Saving
- Big Bang ● Flow Breath
- Flare Bolt ● Recovery
- Stardust ● Carnablade
- Binding

How to read the target column

Mo... Monster

Main... Protagonist party

Name	MP	Target	Effect
Wisdom Heat	—	☹ - Causes self to become confused.	
Scratch	—	Master • 1 target: Attack with an attack value of 20–27.	
Fairy Tale	—	Master • All: Put to sleep.	
Fusion ①	—	Primary: Absorbs 0–6 HP from one person (Blue Slime).	
Peek from below	—	At work, Eeka tried to peek up ?? from below and got slapped, leaving his own HP at 1.	
Rock Blaster	3	Primary: Single target. Attack magic/magic power + (20–28) attack	
Come on, Yarow (Yarow group), come on	—	value. Call allies (Lizardman appears).	
I'll finish it next turn	—	☹ - Charge own power (next turn attack value becomes +40).	
Bloodsuck	—	- Absorb 20–30 HP from a single primary target.	
Poison Gas	—	Main - inflicts poison on one person.	
Underworld Hurricane	—	Primary: All targets. Attack with an attack value of 50–60.	
Chomp the nape	—	Main - Male: Simultaneously charms and drains 15–23 HP.	
Fusion ②	—	Main - drains 20–30 HP from one person (Red Slime).	
Petrification Flash	—	Main - petrifies one person.	
Shobo's Pickpocket	—	Main - steals 0–15 Goats from one person.	
Veteran Technique	—	Main - steals 0–400 Goats from one person.	
Paralyzing Puff	—	Main - paralyzes one person.	
Ouch, Fly Away	—	Mon - restores 150 HP to self.	
Magic Charm	8	Principal/Male: charming.	
Shadow Flower	5	One target: Evasion increased (Evasion +17).	
Cold Gaze	—	Main target: Petrify one person.	

Name	MP	Target	Effect
Song of Lovers	—	Principal/Male	charming.
Roar of the King	—	☷ • All members	Combat power up (Accuracy and Evasion +5).
Healing Potion	—	Leader / 1 target	Attack with 100–125 attack value.
Energy Drain	—	Leader / 1 target	Near death (reduce HP to 1).
Flames of Hell	—	Leader / All targets	Fire breath / 60–80 attack value.
Poison Cloud	9	Leader / All targets	Inflict with poison.
Bite	—	Leader / 1 target	Inflict with poison.
Lick clean	—	Leader / 1 target	Absorb 1–10 MP points.
Flare Storm	—	All party members	Flame Breath / Attack value 70–95.
Final Blow	—	Leader • Single target	Attacks with attack value 200–300.
Don't bully me	—	Leader • All targets	Paralyzes.
Earth Shake	11	Master: Everyone	Offensive Spell / Magic + Attack value (100–120).
Aura Barrier	13	☷ • All targets	Increase Defense (Defense +30).
Frost Chain	—	Master: Everyone	Frost Breath / Attack value 100–135.
Flame Voice	—	Leader All members	Flame Breath / Attack value 28–56.
Create Dead	8	—	Undead appear.
Song of Battle	—	Mo - Everyone	Combat power up (accuracy • +20 to Evasion).
Root Bind	—	Leader / 1 target	Causes paralysis.
The Queen and the	—	Owner - Male	Charms.
Departure of Love	—	Main - Male	Sends one male character flying off the battlefield.
Dead Slash	—	Master: One person	Render unconscious (HP = 0).
Giga Stream	12	Main - All	Offensive spell/magic + attack value (130–170).
Giga Flare	14	Main - All	Explosive offensive spell/magic + attack value (180–230).
Acid Breath	—	Main - All	Acid breath / attack value 135–175.
Heartbreaker	—	Main - One	Absorbs 5–10 MP.
Melody of Destruction	—	Main - All	Randomly inflicts poison, paralysis, or confusion.
Earthquake of the Land	—	Master/All	attack with an attack value of 200–250.
Fire Breath	—	Master/All	Flame Breath / attack value 150–190.
Frost Voice	—	All masters	Cold Breath / attack value 115–155.
Thunder Spark	15	Master/All	Lightning attack spell / magic + attack value (220–280).
Curse	10	Master/One person	Combat power down (accuracy and evasion –40).
Storm Voice	—	Master/All	Vacuum Breath / attack value 165–210.
Flap	—	Main character • Single target	Send one member of the protagonist's party flying off the battlefield.
Poison Breath	—	Master: Poison	all members.
Flee	—	Mo: I run	away.

What on earth are you thinking, A baffling special attack "Peeking from below"

Among the many enemies' special attacks, the most useless champion is the imp's "peeking from below"! The pose of trying to peek at Eka's ?? is pathetic, and on top of that, Eka, enraged, slaps it across the face, leaving its own HP at 1

To think it ended up like that—it's not an attack at all.

.....

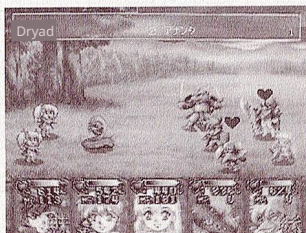


Want to do
it? I can go, but I keep looking
again and again. Because Maria is
stupid, to Eka it's an evil, just a
strange special attack. Oh no
Digging one's own grave ▼ Deals damage to Eka

1 Pike and Amon's Weak (?) duo,

An adventure journey plagued by women troubles

Even with something called "Eka" present, Pike is being enchanted by a female monster... Amon, who is a newhalf, supposedly shouldn't be interested in women, but perhaps due to insufficient training, he is also easily captivated. You two should learn a bit from the stern Elder brother!! (Actually, it's a matter of vitality values, so it doesn't mean the two of them are weak.)



Receive damage
Women with low "V" are quite. It is
dangerous to leave them. Their
defense. Because their power is
high, while charmed Amon attacks
more than monsters ▼ Looking aside, Pike and

Spells and special attacks exclusive to bosses

Name	MP	Target	Effect
Capricorn Arrow		Single-target	spell/Power+ (150~180) attack value.
Icicle Bomb		Single-target / All-target	spell/Power+ (120~170) attack value.
Spin Stream	—	Master: Everyone	Tsunami / 300~330 attack value.
Tear of Icon	—	Leader • All	targets Paralyzes.
Sexy Doll	—	Principal/Male:	charming.
Scan Laser	—	Single-target / All-target	Laser / 350~400 attack value.
Grand Swing	—	Single-target / All-target	Combo Slash / 500~550 attack value.
Astral Ring	1	Master: Everyone	Offensive spell/Power+ (400~470) attack value.
Lucifer Gate	1	Main	All randomly sleep, paralysis, petrification.
Flare Break	1	Master: One person	Fire attack spell / Magic + (650~750) attack value.
Atomic Flare	1	Main / All	Explosion attack spell / Magic + (600~680) attack value.
Star Javelin	1	Master: One person	Attack spell / Magic + (700~800) attack value.
Earth Howling	1	Main All	Wolfgang attack spell / Magic + (620~720) attack value.
Another World	—	主 • Everyone	space / (650~750) attack value.

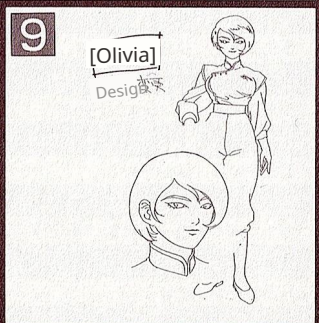
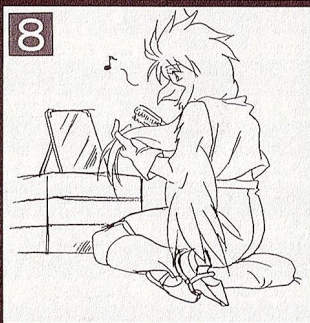
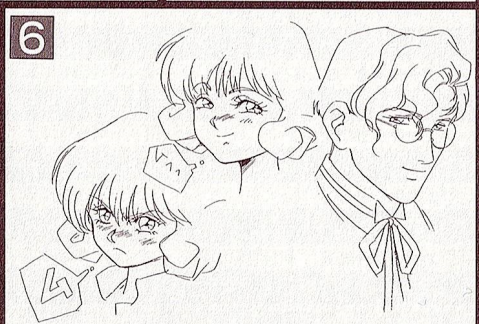
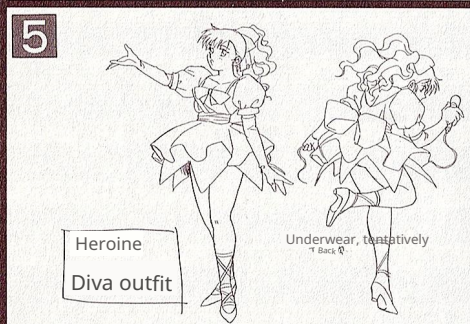
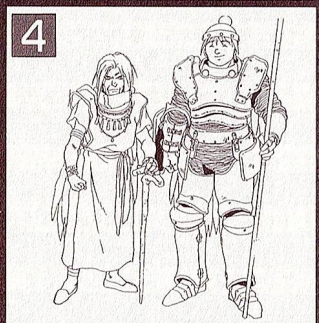
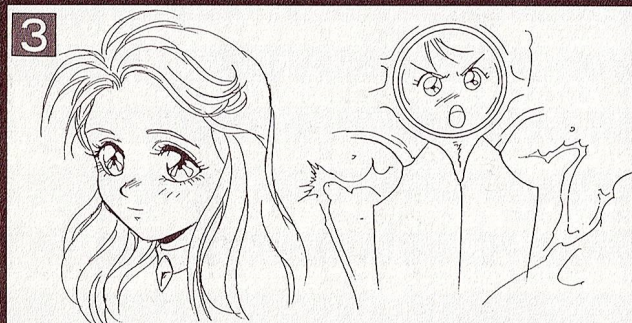
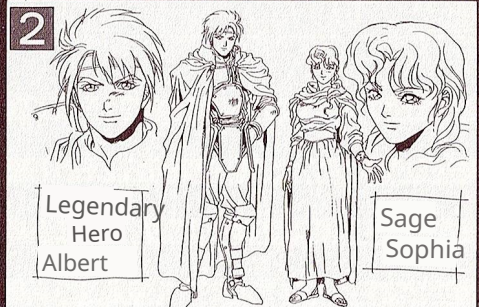
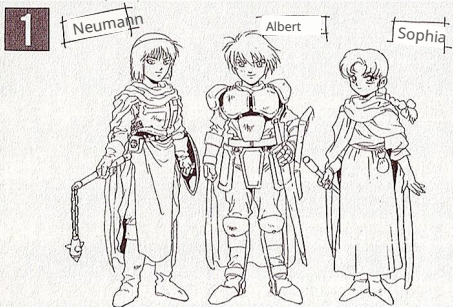
Monster groups that carry items

When you defeat these monster groups, you may obtain an item at random. If a monster group carries multiple items, the item you obtain will be only one of them.

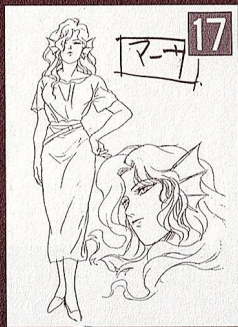
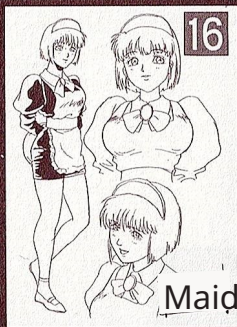
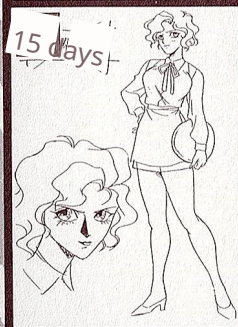
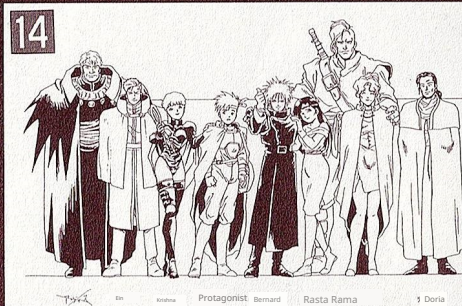
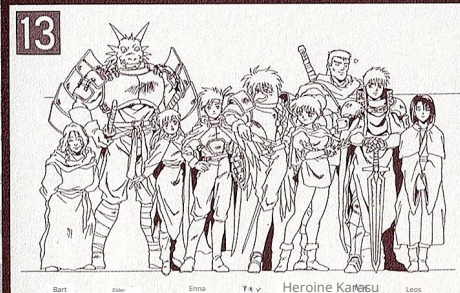
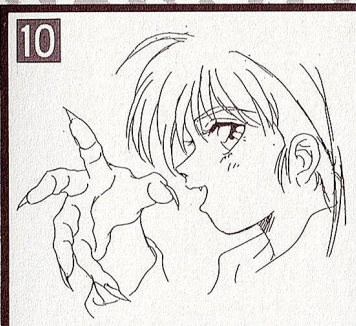
Monster group	Possible drop item
Kobold ×2	Special Mint
Kobold ×1 Bit Viper ×1	Tokuyu Mint
Kobold ×2 Bit Viper ×1	Special Mint
Goblin ×2	Herb of Peace
Redcap ×2	Special Mint
Redcap ×2 Blue Slime ×1	Tokuyu Mint
Imp ×1 Kriocker ×1	Herb of Tranquility
Imp ×2 Mage Goblin ×1	Herb of Tranquility
Bandit ×2	Tokuyou Mint, Powerful Potato
Bandit ×3	Tokuyou Mint, Powerful Potato
Goblin ×2 Goblin Shaman ×1	Herb of Tranquility
Blop ×1 Banshee ×2	Banshee's Tears
Goblin ×1 Goblin Shaman ×2	Herb of Tranquility
Berserker ×3	High-grade Mint, Camp Set
Berserker ×2 Cockatrice ×1	Cockatrice Fang, High-grade Mint
Cockatrice ×2 Berserker ×1	Cockatrice Fang, High-grade Mint
Fey ×3	Minky Drink
Man-Eater ×2 Fae ×2	Minky Drink
Man-Eater ×3 Fae ×2	Minky Drink
Blink Dog ×2 Conjurer ×1	Minky Drink
Blink Dog ×2 Witch ×1	Minky Drink
Blink Dog ×2 Conjurer ×2	Minky Drink
Blink Dog ×2 Witch ×2	Minky Drink
Familiar ×2 Conjurer ×2	Minky Drink
Familiar ×2 Witch ×2	Minky Drink
Familiar ×2 Evil Priest ×2	High-grade Mint, Black Rosary
Evil Priest ×2 Medusa ×1	High-grade Mint, Black Rosary
Evil Priest ×2 Medusa ×2	High-grade Mint, Black Rosary
Amazon ×4	Dressing Herb, Pink Rouge
Wendigo ×2 Amazon ×2	Dressing Herb, Pink Rouge
Wendigo ×4	Tranquility Herb
Bogard ×3 Amazon ×2	High-grade Mint, Black Rosary
Ananta ×2 King Kobold ×1	Kōkyū Mint
Ananta ×2 Dryad ×2	High-grade Mint
Dryad ×3 King Kobold ×1	High-grade Mint
Succubus ×4	Dressing Herb, Pink Rouge
Succubus ×3	Dressing Herb, Pink Rouge
Succubus ×2 Druid ×2	Dressing Herb, Pink Rouge
Lady Belzelga ×3	Kajiba Energy
Lady Belzelga ×4	Kajiba Energy

Monster group		Possible drop items
Yaksha ×2	Lady Belzerg ×2	Kajiba Energy
Yaksha ×3	Periuton ×1	Luck herb, Aleph talisman
Yaksha ×2 Periuton ×2		Luck herb, Aleph talisman
Flame Salamander ×3		Kajiba Energy
Flame Salamander ×5		Kajiba Energy
Flame Salamander ×3 Bandersnatch ×2		Miracle Mango
Flame Salamander ×4		Kajiba Energy
Frost Salamander ×3		Finest Mint
Frost Salamander ×2 Shaman ×2		Minky Drink, Magic Tomato
Necromancer ×1		Herb for Grooming
Wendigo ×2 Necromancer ×1		Comfort Herb
Valkyrie ×3		Miracle Mango
Wendigo ×3	Necromancer ×1	Comfort Herb
Olog-hai ×2 Valkyrie ×2		Superior Mint
Cerberus ×2 Skull Lord ×1		Finest Mint
Wendigo ×2	Necromancer ×2	Luck Herb
Cerberus ×3		Finest Mint
Skull Lord ×2	Beauty ×1	Black Rosary
Skull Lord ×2	Beauty ×2	Black Rosary
Cerberus ×3	Skull Lord ×1	Finest Mint
Cerberus ×2	Skull Lord ×2	Finest Mint
Beauty ×2	Specter ×1	Black Rosary
Beauty ×2 Specter ×2		Black Rosary
Snare ×2 Ancient ×1		Minky Drink, Miracle Mango, Magic Tomato
Snark ×3 Ancient ×1		Minky Drink, Miracle Mango, Magic Tomato
Snare ×2 Soul Eater ×2		Luck Herb
Black Dragon ×1		Special-use Mint, Dragon Horn
Berial (Belial) ×1		Finest Mint
Valkyrie ×3		Miracle Mango
Valkyrie ×2 Lamia ×2		Special-use Mint, Powerful Potato
Valkyrie ×4		Special-use Mint, Powerful Potato
Lamia ×2 Shaman ×2		Minky Drink, Magic Tomato
Snare ×2 Lamia ×1		Luck Herb
Snare ×2 Shaman ×1		Minky Drink, Magic Tomato
Lamia ×2 Shaman ×2		Minky Drink, Magic Tomato
Lamia ×3		Superior Mint, Camp Set
Lamia ×2 Ancient ×2		Minky Drink, Miracle Mango, Magic Tomato
Ancient ×1 Lich ×1		Black Rosary
Lamia ×2 Lich ×1		Dressing Herb
Assassin ×2 Ancient Naga ×1		Magic Tomato
Vampire Lord ×3		Supreme Mint
Vampire Lord ×2 Ancient Naga ×1		Supreme Mint
Dragon Zombie ×1		Dragon Horn
Death ×2		Black Rosary

Special(?) Concept Art Collection



During the development of "Albert Odyssey Gaiden," a large number of character and other design illustrations were newly created. From among them, we have carefully selected and will introduce particularly interesting ones!!



1 Albert and Sophia in their childhood, and one of their companions, the apprentice monk Neumann. For those familiar with the previous work, a nostalgic image. 2 A grown-up Albert and the others. The image of them told in the gaiden world is probably like this. 3 The elder and guard of the Harpy Forest. Even supporting roles like this (no offense!) have design sketches. The game's elder has a different hairstyle. 4 An early draft of Eka's singer outfit. Since she's basically an idol singer, comments like "the underwear is thong-style" appeared... 5 Doris and Richter. They are not very important characters, but their expressions are properly designed. As befits a samurai, even during a brief rest the elder is diligent in maintaining his sword. (In the initial draft he had a tail.) 6 And as for Amon, astonishingly, he's grooming his hair!! 8

9 Early draft of Olivia. Quite different from her image in the game. 10 A close-up showing Lou's claws and fangs clearly. [11] Lou suddenly starts selling things right on the spot. Inside the medicine bottle he holds is a shadow like an amphibious lizard... There are also decorations like those for the Tanabata festival, making it feel very suspicious. 12 Lou at his stall looking dejected because his goods won't sell. 13 Height comparison chart of the protagonist party and Guy's party. 14 Height comparison chart of enemy characters. The man on the far left is a scrapped enemy called "Abyss" who does not appear in the game. 15 Tavern waitress. Originally, it seems her name was "Chardi." This is the same name as a scrapped mid-boss, but details are unknown. 16 A maid reputed to have a large bust. 17 Elder's lover Martha. Does not appear in the game. 18 A large number of weapon and armor design illustrations were also drawn. This is a bikini-style armor, but its name is unknown.

TV Land Wanpack

Sega Saturn

Albert Odyssey Gaiden

LEGEND OF ELDEAN

Official Guidebook

Planning & Editing / Media Mix

Cover Design / Nobuyoshi Takagi

Layout / Nobuyoshi Takagi

Composition & Text / Jun Natsui

Cooperation / Sunsoft

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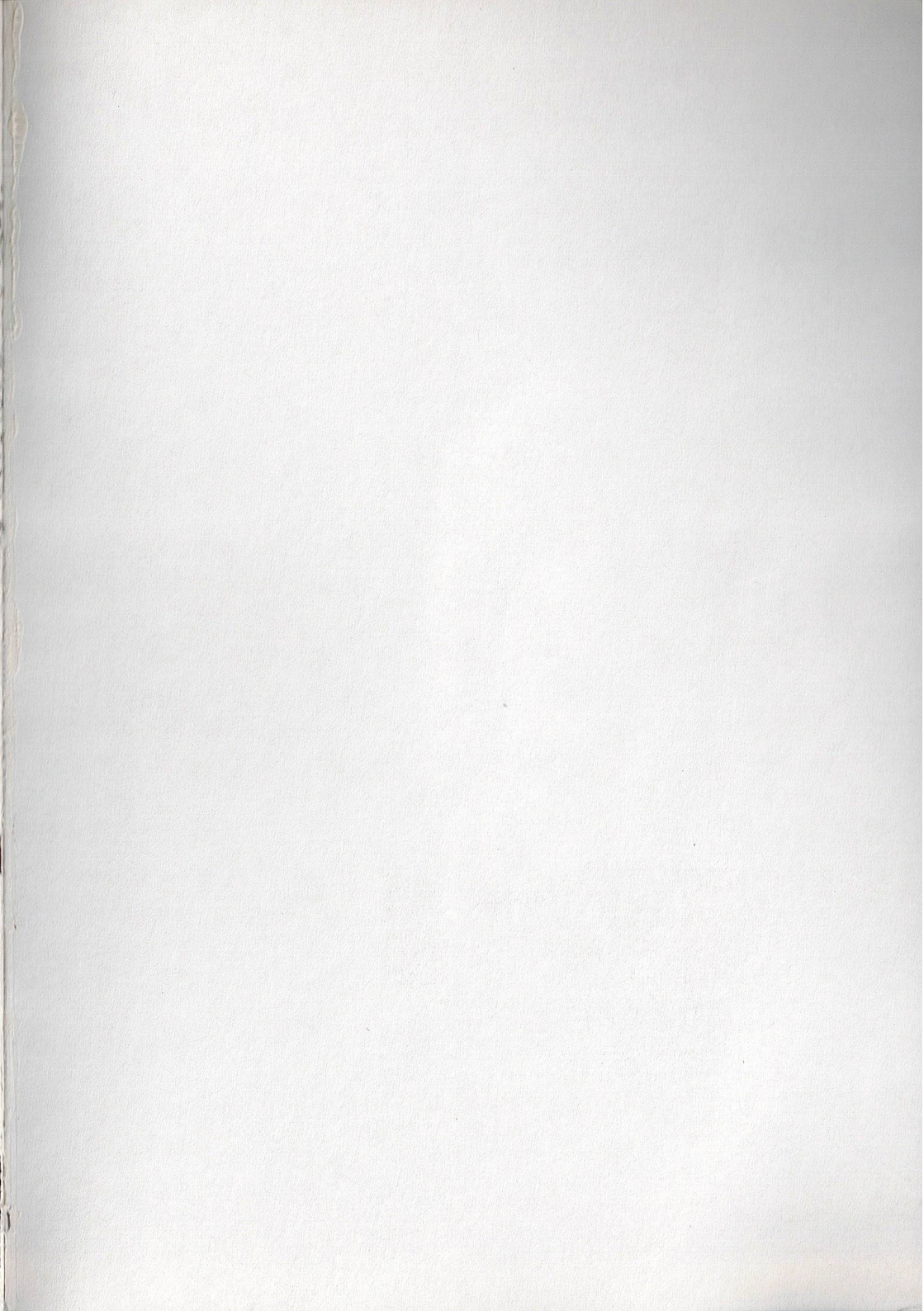
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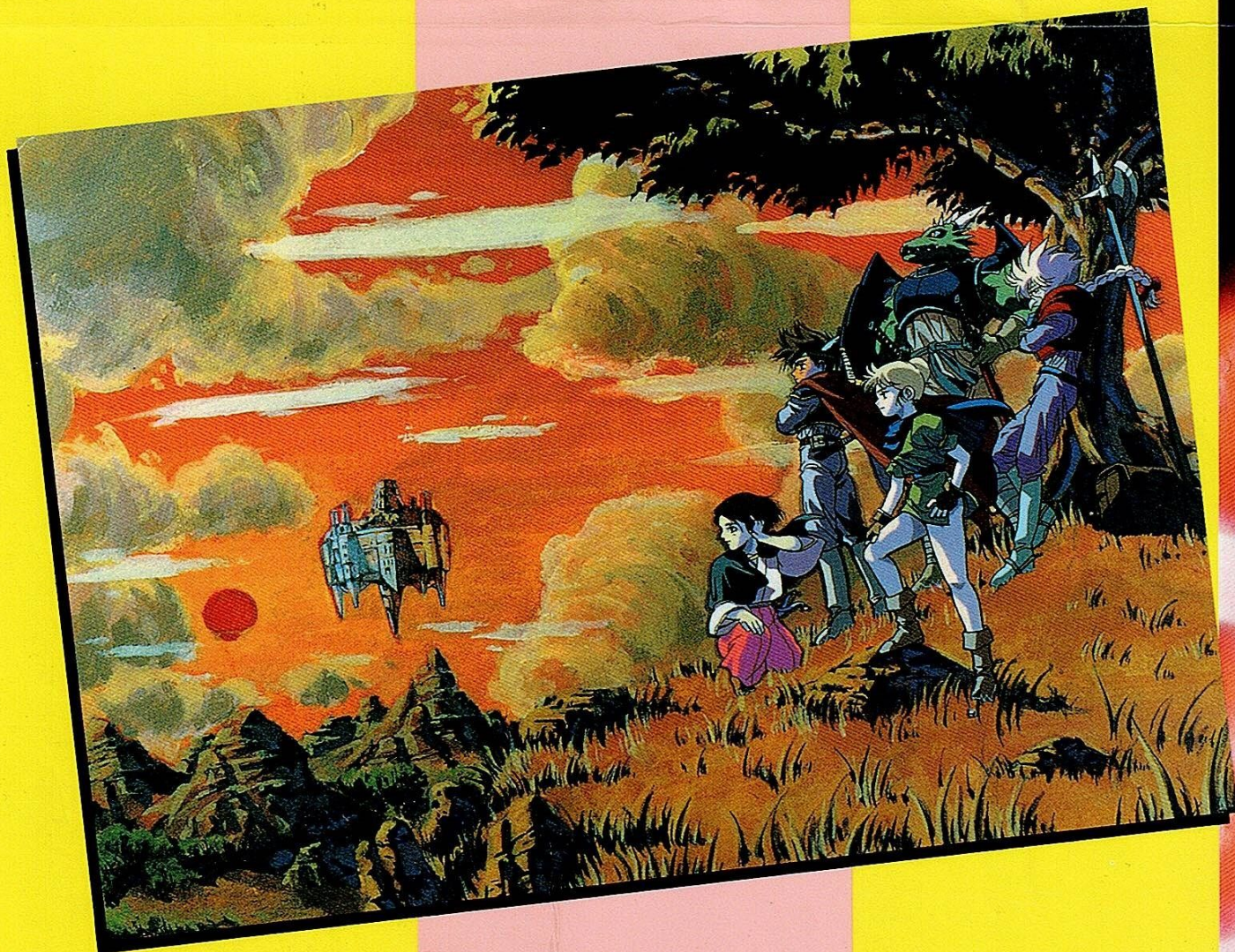
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